THE RAINBOW Index

THE RAINBOW was arguably the single most important periodical for owners of the Tandy Color Computer. It was the magazine that everyone read and referenced, and it is the magazine that nearly every serious CoCoNut has collected. Unfortunately, for a variety of reasons THE RAINBOW has lacked a widely available index of its articles. This situation continues even though scans of THE RAINBOW issues have begun to appear on relevant Internet sites.

Fortunately, THE RAINBOW itself made a habit of printing a thorough index on a yearly basis in its July issue. This practice started in July of 1984 with a "catch-up" index that covered July 1981 through June 1984, and continued through July 1992. Each of those printed indexes is reproduced here. Unfortunately, the last issue of THE RAINBOW in May 1993 did not include a final index. Consequently, the Table of Contents from each of the last ten issues is reproduced at the end of this document. The excerpts from the final issue also include some farewell letters from the publisher of THE RAINBOW and a number of CoCo notables of that era.

This document was compiled with a motivation not only to improve access to the knowledge contained within those old magazines, but also to preserve the spirit of THE RAINBOW and of that early period of computing history of which it was part. May this index provide a guide to rediscovery!

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THREE YEARS OF RAINBOW

An Index to the Articles, Reviews and Authors Appearing in THE RAINBOW from July 1981 through June 1984

Compiled and Edited by Leslie A. Foster

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Witham, Burton B. "Are you authorized to use this frequency." *(1983, December)* 40
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Here are the statistics of the index.

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Disk - 30 articles.
Dragon Computer - 3 articles.
Education - 88 articles.
Games - 154 articles.
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TOTAL ARTICLES - 1528.

Number of author entries - 721.

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THE FOURTH YEAR OF RAINBOW

An Index to the Articles, Reviews and Authors Appearing in THE RAINBOW from July 1984 through June 1985, including a complete index to RAINBOW ON TAPE since its inception, April 1982 through June 1985.

Compiled and Edited by Leslie A. Foster

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AN INDEX TO THE RAINBOW JULY 1984 - JUNE 1985

This is the third index to the *Rainbow*, —there have been changes made in response to requests from readers.

-the subject headings have been increased in order to make finding articles easier
-short descriptions of the articles have been added if the title is not clear
-any corrections noted in later issues are indicated
-a program that is on "Rainbow on Tape" is indicated by •

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Betts, R. Bartly. "It's time to assemble 'round the ol' CoCo." *(1984, October)* 243• —Tutorial on assembly language.
Betts, R. Bartly. "The one great secret to assembly language." *(1985, June)* 138• —Hints on writing ML programs.
Betts, R. Bartly. "School days, school days." *(1984, September)* 121• —Tutorial on Assembly language.
Betts, R. Bartly. "Staging the final scene of the 51-column screen." *(1985, February)* 110•
Betts, R. Bartly. "6809 arithmetic—the way it all adds up." *(1985, March)* 237 —Instructions in assembly language programming.
Betts, R. Bartly. "The 6809 instruction set: zeroing in on 'the real thing.'" *(1985, January)* 242• —More on the 51 column display.
Betts, R. Bartly ; and Bone, Chris. "Covering the bases with assembly language." *(1984, August)* 236• —Start of a beginner's assembly language tutorial.
Clements, W. C., Jr. "More patches for EDTASM." *(1985, June)* 124
Roberts, Steve. "CoComon junior." *(1985, February)* 164• —A monitor for machine language programs.

BUSINESS

Bonnell, William S. "Watching your cash flow rate of return." *(1985, March)* 131• —Determine the cash flow rate of return and present worth of a project.
Davis, Susan P. "So you want to sell your software part 1." *(1985, March)* 167 —Helpful hints on how to set up a software business.
Davis, Susan P. "So you want to sell your software part 2." *(1985, April)* 154
Kohn, Joseph. "Purchase order—the order recorder." *(1985, May)* 172• —Mail order aid.
Mir, Jorge. "PERT: Project evaluation and review technique." *(1985, March)* 140• —A simple program to do the "PERT" technique. (Corrections, June 1985, page 226).
Myers, Paul. "Finding the ultimate bargain." *(1985, March)* 18• —An example of operational research technique.
Ray, J. D. "Landlord's helper part 1." *(1985, March)* 106• —System to help manage rental property.
Ray, J. D. "Landlord's helper part 2." *(1985, April)* 170•
Searby, Paul. "Design and development of application software part 4." *(1984, September)* 258 — Accounts payable system, continued from June 1984.
Searby, Paul. "Design and development of application software part 5." *(1985, January)* 280 — Program for small business.
Weide, Dennis H. "CoCo becomes the paymaster part 1." *(1985, March)* 58• —A small business payroll package. (Corrections, May 1985, page 148, and June 1985 page 226).
Weide, Dennis H. "CoCo becomes the paymaster part 2." *(1985, April)* 82•

CASSETTE

Curtis, H. Allen. "Link." *(1985, January)* 58• — Concatenates RAM records and writes them to tape.
DiStefano, Tony. "Dualing cassettes." *(1984, July)* 176—Make your CoCo drive two or more cassettes.
Hetzler, Ed. "Direct to the rescue." *(1985, May)* 36• —Index to cassette tapes.
Latner, Norman. "Getting the most from your cassette recorder." *(1985, January)* 76 —Comments on making best use of the cassette recorder.

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Day, R. Wayne. "BBS wrap-up." *(1984, November)* 66 —A list of BBS's.
Day, R. Wayne. "Farewell to a 'pioneer,' a look at some updates and a review of a new arrival." *(1985, April)* 70 —News from the BBS world and review of Mikeyterm.
Day, R. Wayne. "Modeming across America." *(1984, November)* 72 —Lesson on terminal programs and hints.
Day, R. Wayne. "Welcome to the world of telecommunications." *(1984, October)* 126—Getting started with modems and BBS's etc.
Day, Wayne. "A guide to the do's and don'ts of modeming." *(1985, February)* 39
DiStefano, Tony. "The modem to printer connection." *(1984, October)* 66 —Print while using your modem.
Downard, Dan. "Ham radios and CoCos: a great combination." *(1984, November)* 250
Goodman, Martin H. "Weather..or not." *(1985, February)* 42• —Make your own satellite weather maps. (Correction, Apr., page 226)
Gossette, Frank. "CC Talk: smart terminal package." *(1984, November)* 50• —A terminal program for the CoCo. (Correction, Jan., 1985, page 232)
LaBonville, Helene M. "RS-232 interface cable for data communication equipment." *(1984, November)* 89 —Shows how to make your own cable.
Lester, Lane. "Rainboard 1984." *(1984, November)* 44• —Update to the Rainboard BBS.
Sharp, Tony. "Adding an auto answer." *(1984, November)* 18 —Add an auto-answer to the Modem I.

DATABASE MANAGEMENT

Nolan, Bill. "Developing a database manager part 1." *(1984, July)* 64 —Creating a disk mailing list program.
Nolan, Bill. "Developing a database manager part 2." *(1984, August)* 22
Nolan, Bill. "Developing a database manager part 3." *(1984, September)* 111• —Developing a disk mailing list program.
Nolan, Bill. "Developing a database manager part 4." *(1984, October)* 32• —Use of direct access disk files.
Nolan, Bill. "Developing a database manager part 5." *(1984, November)* 245•
Nolan, Bill. "Developing a database manager part 6." *(1984, December)* 256• —Disk mailing list program. (Correction, Feb., 1985, page 281)
Scerbo, Fred B. "The world's easiest database." *(1985, June)* 152•
Weir, Robert. "JINFILE: a jumbo information handler with some very special features." *(1984, November)* 162• —Special purpose filing program.

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Bironas, Dennis. "Super-disk charger puts the 'turbo' in your drives." *(1985, June)* 113•
DiStefano, Tony. "Constructing 16K of EPROM for your disk controller." *(1985, March)* 54
Duncan, Wayne H. "The disk to tape transfer...track by track." *(1984, August)* 229• —Backup your disks to tape.
Gani, Paul. "Get it together with disk merge." *(1985, February)* 175•
Schrag, Roger. "Disk drive speed check." *(1984, August)* 164•

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Schrag, Roger. "A special use for the DOS command." *(1984, November)* 140•

Stearman, Colin J. "Cooking with CoCo part 1." *(1984, July)* 18• —Exploring CoCo's disk operating system. (Correction, Aug., page 130)

Stearman, Colin J. "Cooking with CoCo part 3." *(1984, September)* 74• —Enhance the Disk operating system. (Corrections, Oct., page 237; Nov., page 244)

Swan, Marvin E. "The diskette directories handler system part 1." *(1984, November)* 100• —How to organize your diskette files.

Swan, Marvin E. "The diskette directories handler system part 2." *(1984, December)* 37• —(Correction, Apr., 1985, page 226)

Swan, Marvin E. "The diskette directories handler system part 3." *(1985, January)* 120•

Zimmer, Charles C. "Block out those troublesome granules with Disktest.utl." *(1985, January)* 89• —(Program listing, Feb. 85, p.250)

EDUCATION - ELEMENTARY

Albrecht, Bob ; and Zamora, Ramon. "Binary birthday cakes, letters and more wordsworths." *(1985, January)* 48 —Comments for parents of small children.

Albrecht, Bob ; and Zamora, Ramon. "Determining the fate of wandering star." *(1985, April)* 140 —Short programs for 3-8 year old children.

Albrecht, Bob ; and Zamora, Ramon. "The gateway to adventure." *(1984, November)* 81• —Easy to play adventure game.

Albrecht, Bob ; and Zamora, Ramon. "Having fun with number patterns." *(1985, February)* 253 —Exercises for children.

Albrecht, Bob ; and Zamora, Ramon. "Letters, books and dreams of the future." *(1984, August)* 53 —General information useful to parents.

Albrecht, Bob ; and Zamora, Ramon. "Play together, learn together." *(1984, September)* 44 —Examples from the game 'Reverse.'

Albrecht, Bob ; and Zamora, Ramon. "Wandering star finds a gourmet oasis." *(1985, May)* 181•

Albrecht, Bob ; and Zamora, Ramon. "Wandering star learns to PEEK." *(1985, June)* 229• —Hints on the PEEK command.

Blyn, Steve. "Gathering information from the CoCo encyclopedia." *(1984, December)* 174•

Blyn, Steve. "A geometric treasure hunt." *(1985, May)* 81• —Elementary coordinate geometry.

Blyn, Steve. "Helping youngsters develop their dictionary skills." *(1984, November)* 254•

Blyn, Steve. "If at first you don't succeed read the directions." *(1984, October)* 52• —Teaches children to follow directions.

Blyn, Steve. "Learning the signs." *(1984, August)* 107• —Simple additions.

Blyn, Steve. "A serindipitious learning experience." *(1985, June)* 45• —Elementary education game

Blyn, Steve. "The value of comparison shopping." *(1985, February)* 64• —Consumer education program for children.

Dacus, Judy M. ; and Dacus, David M. "The CoCo school marm part 1." *(1984, September)* 161• —Spelling drill and practice.

Dacus, Judy M. ; and Dacus, David M. "The CoCo school marm part 2." *(1984, October)* 25• —Spelling drill and practice.

Paravati, Joseph S. "The old fashioned clock." *(1984, September)* 25• —Make your CoCo look like an analogue clock.

Plog, Michael. "Expanding the computer's role in student testing." *(1985, May)* 31

Ramella, Richard. "Multo of Mars." *(1985, June)* 18• —Game to learn multiplication.

Saito, Fran ; and Albrecht, Bob. "Putting things in order." *(1984, July)* 52

Scerbo, Fred B. "Let CoCo talk you into a better education." *(1985, February)* 118• —A math program using the Voice-pak.

Scerbo, Fred B. "The multi math driller." *(1984, September)* 225•

Taylor, James F. "The ABC game." *(1984, September)* 156• —Game to learn the a-b-c's. (Correction, Jan., 1985, page 232)

Wilfore, John F. "Word scrambler for spelling lists." *(1984, September)* 131•

EDUCATION - GENERAL

Blyn, Steve. "Computing interest payments." *(1985, March)* 175• —Program to demonstrate interest calculations.

Blyn, Steve. "Create a calendar." *(1984, September)* 96• —Make your own calendars on a printer.

Blyn, Steve. "Does this sentence make sense?" *(1985, April)* 161• —Program to drill on sentence structure.

Blyn, Steve. "Helping youngsters form categories." *(1985, January)* 55•

Kinney, Gary. "Multiple choice test generator." *(1984, September)* 57•

Kolar, Joseph. "Using tables to assist in programming." *(1985, February)* 236• —Program to teach English.

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CHEKBOOK *(1985, January)* 238 —Checkbook balancer
CHEMBOND *(1983, January)* 136 —Chemistry drill
CHOPPER *(1985, June)* 28 —Helicopter action game
CHORDS *(1983, August)* 132 —Music generator
CHORDS *(1984, June)* 181 —Chord finder
CHR CNT *(1984, October)* 266 —Character counter (PASCAL)
CIRCLE *(1983, July)* 168 —Graphics demo
CIRMOD *(1983, July)* 169 —Graphics demo
CKWRITER *(1985, April)* 93 —Check writer for Payroll
CLASSICS *(1984, June)* 132 —Music demo
CLOADMOD *(1984, November)* 117 —CLOAD modifier
CLOCK *(1984, September)* 28 —Clock face
CLOCK *(1985, May)* 236 —Graphics demo in PASCAL
CLOVER *(1984, June)* 57 —Data for COMPOSER (Dec 83)
CLOVER *(1985, June)* 161 —Using the DRAW statement
CLOWN *(1985, June)* 80 —Graphics demo
CLRSCOPE *(1984, January)* 80 —Random graphics art
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COCOGOLF *(1984, February)* 69 —Golf simulation game
COCOLOGO *(1982, October)* 50 —Print a logo
COCOMON *(1985, February)* 165 —Machine language monitor
COCONUTS *(1985, March)* 164 —Graphics demo
COCOPADD *(1985, February)* 144 —Calculator emulation
COCOSAYS *(1983, April)* 218 —Music utility
COCOTYPE *(1984, January)* 106 —Typing tutor
CODEWRDS *(1985, June)* 45 —Elementary education game
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COLORS *(1984, April)* 185 —CHR$ of colors
COLORS *(1985, May)* 147 —Graphics demo
COLOR1 *(1982, August)* 69 —Graphics demo (also COLOR2)
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COMPILER *(1983, November)* 162 —Save graphics with CSAVEM
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CONCERT *(1985, April)* 128 —Animated graphics with music
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CONNECT4 *(1984, June)* 160 —Game
CONSEQS *(1983, March)* 110 —Game
CONTLOGR *(1983, March)* 180 —Ham radio log
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CONVERT *(1983, September)* 226 —Metric converter
CONVERT *(1984, March)* 134 —Convert MICROPAINTER to disk
CONVERT *(1984, October)* 132 —Graphics utility for "ART GALLERY"
CONVERT *(1985, March)* 162 —Foreign currency calculator
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CREATE *(1983, October)* 108 —Graphics utility
CREATOR *(1983, December)* 192 —Hi-res text generator
CRNOGRPH *(1985, June)* 83 —Real time clock (need hardware mod)
CRYPTO *(1983, June)* 132 —Cryptogram game
CRYPTSAM *(1983, June)* 132 —Cryptogram sample
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CUPID *(1985, February)* 77 —Match-up game
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CWC4V11 *(1984, October)* 182 —Disk utility
CWC5V10 *(1984, November)* 147 —Disk utility
CWC5V11 *(1984, November)* 147 —Disk utility
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DATABASE *(1984, May)* 144 —Adventure game utility
DATABASE *(1984, November)* 247 —Mailing list
DATABASE *(1984, October)* 36 —Mailing labels
DATABASE *(1984, September)* 116 —Disk mailing list
DATELOAD *(1984, September)* 88 —see PATCH10, PATCH11
DATESET *(1984, November)* 148 —Disk utility
DATFL *(1982, December)* 114 —Database manager
DATING *(1983, February)* 58 —Date your program
DEADRECK *(1984, November)* 273 —For light aircraft (PASCAL)
DECODE *(1985, April)* 112 —Full sentence decode routine
DEMO *(1984, October)* 21 —Graphics demo
DEMO *(1985, January)* 251 —see SCREEN51—demo
DEMO *(1985, May)* 91 —Utility for Okidata ML92 printer
DEMON II *(1985, March)* 79 —Adventure game
DIARY *(1983, November)* 35 —Appointment book
DICE *(1982, May)* 23 —Adventure game aid
DICE BAG *(1982, June)* 38 —Adventure game aid
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DIR0 *(1985, January)* 124 —Disk directory handler system
DIR2 *(1984, December)* 38 —Disk utility
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DISKCHEK *(1984, August)* 165 —Disk speed check
DISKDABL *(1983, October)* 190 —Disk utility
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DISKMENU *(1982, October)* 108 —Adventure game aid
DISKSORT *(1983, December)* 64 —Alphabetic sort of disk directory
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DOODLER *(1984, January)* 121 —Printer graphics
DOODLER *(1984, June)* 89 —Graphics demo
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DRAGBYTE *(1983, March)* 202 —Adventure game
DRAGBYTE *(1983, November)* 172 —Adventure character generator
DRAGBYTE *(1983, October)* 152 —Adventure game aid
DRAGBYTE *(1984, February)* 178 —Adventure character generator
DRAGBYTE *(1984, January)* 38 —Adventure game
DRAGONS *(1982, August)* 64 —Adventure game aid
DRAW-EZ *(1983, November)* 163 —Demo of saving graphics with CSAVEM—see COMPILER
DRAWING *(1984, February)* 61 —Like Etch-a-sketch
DRAWINGS *(1985, April)* 45 —Data for SURFACE
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DSKMERGE *(1985, February)* 175 —Disk utility
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DUMPSTOR *(1984, August)* 229 —Disk to tape transfer
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DUPER *(1983, January)* 80 —Ham radio utility
EDCN *(1982, November)* 18 —Elementary education drill
EDCOL *(1982, October)* 26 —Elementary education drill
EDCOLUMN *(1982, September)* 35 —Elementary education drill
EDITOR *(1984, November)* 48 —BBS patch (RAINBORD)
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EDUNOTES *(1985, March)* 176 —Interest payment demo
ELECTION *(1983, November)* 77 —Simulation game—Presidential election campaign
ELECTION *(1984, June)* 65 —Voting utility
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FALLOUT *(1983, March)* 40 —Fallout preparation (also FALLOUT2)
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FOOTBALL *(1984, November)* 179 —Graphics demo
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FORMATR *(1983, June)* 182 —Utility for Gemini printer
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FRP *(1982, December)* 50 —Adventure game aid
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FRP *(1982, September)* 23 —Adventure game aid
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GEMPRINT *(1985, May)* 46 —Gemini screen print
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GRADEAVG *(1983, September)* 229 —Teacher's report
GRADEBK *(1982, September)* 9 —Teacher's aid
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GRAFDUMP *(1983, October)* 298 —Graphics demo
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GRAFXXX *(1983, January)* 84 —X-pad utility
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GRAPHIC *(1982, September)* 32 —Graphics demo
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HANOI *(1982, November)* 42 —Towers of Hanoi game
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HEXHAPPY *(1984, July)* 151 —Hexadecimal drill
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HIDEDIR *(1983, October)* 52 —Disk utility
HOBBIT *(1983, January)* 122 —Game
HOLIDAY *(1984, January)* 150 —Graphics demo
HOME *(1985, January)* 26 —Graphics demo
HOMEBDGT *(1983, July)* 60 —Home finance
HOMEFIN *(1985, March)* 90 —Home finance
HOMEUTIL *(1983, March)* 64 —Utility bill calculator
HOMONYM *(1985, April)* 77 —Quiz on homonyms
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HOMRUN *(1983, August)* 84 —Program for Plug-n-power controller
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ILLUSION *(1983, March)* 28 —Optical illusion
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INITMEMB *(1984, November)* 48 —BBS patch (RAINBORD)
INIT36 *(1983, October)* 51 —Disk utility
INMAN1 *(1982, December)* 41 —Graphics demo (also INMAN2-3)
INMAN1 *(1982, October)* 17 —Graphics demo
INMAN1 *(1983, January)* 106 —Graphics demo (also INMAN2)
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JNKFOOD2 *(1984, November)* 94 —Game
JNKFOOD3 *(1984, November)* 95 —Game
JNKFOOD4 *(1984, November)* 99 —Game
JOPLIN *(1984, June)* 57 —Data for COMPOSER (Dec 83)
JOYIN *(1982, August)* 8 —Demo of JOYIN ROM call
JOYSTICK *(1985, March)* 232 —Joystick demo
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JUNGLE *(1984, August)* 19 —4K graphics game
KCE *(1985, January)* 45 —Keyboard cassette controller
KDYBOD *(1983, December)* 209 —Driver for calculator keyboard conversion
KEYBOARD *(1984, March)* 129 —Typing tutor
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KWICDRAW *(1985, May)* 63 —Graphic utility
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LAYOUT *(1984, June)* 28 —Interior decorating aid
LEMONADE *(1983, April)* 60 —Simulation game
LETRHEAD *(1982, April)* 46 —Letterhead logo
LETTERS *(1985, May)* 147 —DRAW alphabet on hi-res screen
LG DUMP *(1985, May)* 20 —Large screen dump for Prowriter
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LIGHT'N' *(1983, April)* 16 —Graphics demo
LIGHTPEN *(1983, April)* 90 —Light pen demo (also LITEPEN2)
LIL E 1 *(1984, October)* 122 —Improved editor
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LINES *(1983, August)* 80 —Random display of lines
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LINK3 *(1985, January)* 61 —see GENLINK
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LINK5 *(1985, January)* 64 —see GENLINK
LISTER *(1985, January)* 151 —Listing utility
LISTING1 *(1984, May)* 117 —Tutorial
LISTING1 *(1984, October)* 92 —Lo-res graphics demo
LISTING1 *(1985, April)* 247 —EDIT tutorial
LISTING1 *(1985, January)* 88 —Tutorial
LISTING1 *(1985, June)* 158 —Using the DRAW statement
LISTING1 *(1985, March)* 102 —Elementary drill-sentences
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LISTING2 *(1984, December)* 254 —51 column utility
LISTING2 *(1984, March)* 96 —see PLAYBOOK
LISTING2 *(1984, May)* 118 —Tutorial
LISTING2 *(1985, January)* 88 —Tutorial
LISTING2 *(1985, June)* 158 —Using the DRAW statement
LISTING2 *(1985, March)* 102 —Elementary drill-sentences
LISTING3 *(1984, August)* 65 —see TRAPPERR
LISTING3 *(1984, March)* 96 —see PLAYBOOK
LISTING3 *(1985, March)* 103 —Elementary drill-sentences
LITTLE E *(1984, April)* 181 —Improved editor
LLISTER *(1985, January)* 151 —Listing utility
LOADPIX *(1984, October)* 134 —Graphics utility for "ART GALLERY"
LOAN *(1982, October)* 70 —Amortize a loan
LOCOCOCO *(1984, June)* 69 —Graphics demo
LOGSHEET *(1982, December)* 124 —Ham radio utility
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LURKLEY *(1985, March)* 44 —Adventure game
MACDATA *(1983, December)* 181 —Machine language to Basic data converter
MADADDER *(1984, September)* 149 —Mathematics game
MANYPOLY *(1983, April)* 110 —Graphics demo
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MARATHON *(1983, October)* 19 —Action game
MARKUP *(1984, March)* 21 —Small business application
MARQUEE *(1983, February)* 204 —Graphics demo
MARYSONG *(1983, September)* 220 —See and hear music sample
MASH16K *(1984, August)* 67 —Trivia game
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MASTERMND *(1983, August)* 21 —Game like Mastermind
MASTER1 *(1984, August)* 238 —Assembly tutorial
MASTER2 *(1984, August)* 239 —Assembly tutorial
MASTER3 *(1984, August)* 239 —Assembly tutorial
MATCHING *(1985, April)* 78 —Matching quiz
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MATHDRIL *(1984, September)* 228 —Drill for mathematics
MATHGAME *(1984, January)* 99 —Educational math game
MATHGEN *(1984, August)* 42 —Teacher's worksheet generator
MATHLAB *(1985, February)* 122 —Math quiz with speech
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MATHPROB *(1984, August)* 49 —Teacher's math problem generator
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MEMCHECK *(1984, March)* 32 —Aid to enter ML programs
MEMEX1 *(1982, December)* 54 —Examine memory contents (also MEMEX2)
MEMORY *(1983, July)* 202 —Game
MEMORY *(1984, January)* 116 —Concentration-like game
MEMSCAN *(1984, April)* 124 —Utility to scan memory addresses
MERGE *(1985, February)* 161 —Cassette merge utility
MERRO *(1984, February)* 28 —Adventure game
MERYXMAS *(1983, December)* 205 —Animated graphic Xmas card
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MINIMON *(1982, October)* 38 —Machine language monitor
MINIVENT *(1984, February)* 40 —Demo of adventure programming technique
MINIVENT *(1984, March)* 40 —Adventure game aid
MISNLTR *(1984, January)* 211 —Elementary education game
MISSILES *(1983, August)* 218 —Action game
MLCASSET *(1983, October)* 84 —ML cassette I/O
MNUTWALZ *(1985, June)* 130 —Music demo of Chopin
MOCALC *(1984, April)* 189 —Spreadsheet
MOD ART *(1984, January)* 24 —Random graphics art
MODE4PRT *(1985, May)* 93 —Utility for Okidata ML92 printer
MOIRE *(1982, October)* 74 —Graphics demo
MOIRE *(1984, October)* 19 —Graphics demo
MOIRE1 *(1982, November)* 23 —Graphics demo (also MOIRE2-4)
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MOREPOLY *(1982, April)* 10 —Graphics demo
MPP BASIC *(1982, May)* 36 —Motion picture programming
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MUSIC *(1983, September)* 219 —See and hear music
MUSIC *(1984, June)* 185 —Music demo
MUSIC+ *(1984, June)* 77 —Music synthesizer
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NAMESONG *(1985, June)* 163 —Name that Tune game
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NMBRJACK *(1985, May)* 28 —Memory game
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NUKESIM *(1983, April)* 112 —Nuclear simulation
NUM QUIZ *(1984, January)* 140 —Number base conversion quiz
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NUMBERS *(1984, June)* 121 —Elementary education game
NUMMEN *(1982, September)* 18 —Number picking game
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OASIS *(1985, June)* 229 —Hints on the PEEK command
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OLYMPICS *(1984, August)* 156 —Olympic symbol
OPPOSITE *(1982, August)* 41 —Education game
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PARAJUMP *(1983, December)* 177 —Action game
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PATCH *(1984, November)* 45 —BBS patch (RAINBORD)
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PATTERNS *(1985, June)* 229 —Number patterns
PATTERNS *(1985, May)* 182 —Number patterns game
PENGUIN *(1985, February)* 36 —Adventure game
PERIMETR *(1984, April)* 44 —Find areas or perimiters
PERSAVE *(1984, November)* 132 —Home finance
PERT *(1985, March)* 142 —Project evaluation review technique
PHONE *(1982, November)* 82 —Elementary education drill
PIANO *(1984, June)* 19 —Music—piano keyboard
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PICTURE *(1982, May)* 36 —Motion picture programming
PIEGRAPH *(1984, January)* 193 —Plot a pie-graph
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PILOT *(1984, March)* 68 —Hi-res airplane game
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PLOTTER *(1982, December)* 170 —Utility for CGP-115 printer
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POLYGONS *(1983, December)* 318 —Graphics demo
PONG *(1982, September)* 41 —Game
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POSTCARD *(1984, May)* 86 —Postcard maker
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PUT1 *(1985, January)* 24 —Graphics demo
PUT2 *(1985, January)* 24 —Graphics demo
PUZLSTIX *(1984, January)* 185 —Game like jig-saw puzzle
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QUADDRAW *(1983, October)* 77 —Graphics demo
QUIZ 1 *(1984, July)* 164 —True-false quiz (also QUIZ 2-3)
QUIZMAKR *(1984, June)* 110 —Teacher's aid
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RBOWCHECK *(1983, January)* 95 —Rainbowcheck utility
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THE FIFTH YEAR OF RAINBOW

An index to the articles, reviews and authors appearing in THE RAINBOW from July 1985 through June 1986, including an index to RAINBOW ON TAPE.

Compiled and Edited by Leslie A. Foster

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AN INDEX TO THE RAINBOW
JULY 1985 - JUNE 1986

This is the third index to the *Rainbow*, — the format has been unchanged from last year. Items that are also included in "Rainbow on Tape" have the symbol • after the page number.

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The Sixth Year Of Rainbow

An index to the articles, reviews and authors appearing in THE RAINBOW from July 1986 through June 1987.

Compiled and Edited by Leslie A. Foster

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AN INDEX TO THE RAINBOW
JULY 1986 - JUNE 1987

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(July 1981 to June 1987) — 3518

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- -editorial comments are indexed
- -hints and one - (or two-) liner programs are indexed
- -names of Rainbow on Tape/Disk programs are included with each citation
- -question and answer citations include a sample of question topics
- -in "The CoCo gallery," titles of graphic art are noted

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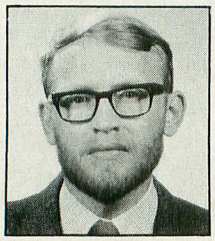

Leslie A. Foster is a librarian with Dalhousie Law Library in Halifax, Nova Scotia, Canada, and has recently been appointed System Manager for the implementation of an integrated library system for the universities in the Halifax area.

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Hint . . .

I Screen, You Screen

The PALETTE command is used to easily change the colors of the screen you are working on. The following table indicates the slots used for various screen parameters.

Mode	Foreground Slot	Background Slot
32-column	Slot 12	Slot 13
40/80-column	Slot 0	Slot 8

As an example, in the 32-column mode, `PALETTE12,63:PALETTE13,0` will give white letters on a black background. In the 40- or 80-column mode, `PALETTE0,0:PALETTE8,63:CLS1` will accomplish the same thing. Note that the `CLS1` is used to make the border color the same as the background.

Bertrand Dugre
Quebec, Canada

Hint . . .

Neat Little Modification

The following is intended mostly for those who have some experience in hardware alterations. You can easily mount a DB-25 connector on the side of your CoCo and hook it to the existing keyboard connections on the bottom of the board. Then take an old CoCo keyboard (or buy a new one) and an old CoCo case (or build your own) and make a stand-alone keyboard. Just wire the keyboard to a DB-25 connector that will mate with the one mounted on the CoCo. Nine of the conductors on a 25-conductor cable are not needed. However, they open up the possibility for remote reset, power-on indicator, etc. Once you have worked out the particulars and constructed your remote keyboard, move the CoCo and Multi-Pak Interface and other accessories off your desk. You will be surprised at the neat appearance this little modification offers.

Fred Schmidt
Englewood, CA

The Seventh Year Of Rainbow

An index to the articles, programs, reviews and authors appearing in THE RAINBOW from July 1987 through June 1988.

Compiled and Edited
by Leslie A. Foster

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(July 1981 to June 1988) — 4129

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The Eighth Year of Rainbow

An index to the articles, programs, reviews and authors appearing in THE RAINBOW from July 1988 through June 1989.

Compiled and Edited
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TOTAL NUMBER OF ARTICLES
(July 1981 - June 1989) - 4657

This is the sixth index to THE RAINBOW.

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OFFICE Clapper, David L. "Invoice innovation." *(April 1989)* 44 — Create professional-looking invoices and labels.

ONE; TWO; THREE; FOUR McKernan, Chris. "Escape from Tut's tomb." *(July 1988)* 58 — Arcade game written in machine language.

OPOSITE1 Scerbo, Fred B. "Wishing Well: Matching opposites." *(August 1988)* 92 — Basic vocabulary for elementary students.

OPOSITE2 Scerbo, Fred B. "Wishing well: Two for the price of one." *(October 1988)* 90 — Continuation of last months 'opposites' game.

PAGER Nee, William P. "Machine language made BASIC part 4: Getting graphic." *(October 1988)* 48

PAYASO Rodriguez, Ana M. "CoCo clowns around." *(September 1988)* 74 — Clown graphics.

PENTPUZL Barden, William, Jr. "Barden's buffer: The puzzling pentomino." *(December 1988)* 164

PETSTORY Blyn, Steve. "Education notes: Animal stories." *(March 1989)* 28 — Language arts program for elementary school children.

PICTURES Scerbo, Fred B. "Wishing well: Growing up with CoCo." *(November 1988)* 146 — Building on skills developed in earlier games.

PIECHART Wolf, Eric. "Chart plotting made easy." *(January 1989)* 44 — Draw multi-color pie charts from self-entered data.

POINTBAS; POINTBIN Nee, William P. "Machine language made BASIC part 5: Get the point." *(November 1988)* 80

PONGBIN; PONGBAS Barden, William, Jr. "Barden's buffer: Assembly language for the complete novice part 2." *(October 1988)* 132

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QLATOR Scerbo, Fred B. "Wishing well: From keyboard to keypad." *(March 1989)* 84 — Simulate a numeric keypad.

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ROMANMRL Weaver, Dan ; and Weaver, John. "When in Rome." *(September 1988)* 71 — Learn Roman numerals.

ROOMMATE Turner, David. "Bills, bills, bills!" *(October 1988)* 14 — Program to help roommates organize expenses.

ROTATE3D; DRIVER; ALTOROTAT Nee, William P. "Machine language made BASIC part 11: 3-D without glasses." *(May 1989)* 82

SCRLDEMO; FASTSCRL Mitchel, Barry J. "All the right moves." *(December 1988)* 116 — Correction, April 1989, p.48. — Faster graphics.

SCRNLIST Bernico, Bill. "ML addresses." *(July 1988)* 82

SCRNSAVE Jones, Paul E. "Save that screen." *(December 1988)* 108 — Clears monitor screen to black if no key pressed.

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SLOTS Carlin, Kenneth. "Taking on the one-armed bandit." *(October 1988)* 88

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SORTBAS; SORTBIN Nee, William P. "Machine language made BASIC part 1: General Math." *(July 1988)* 100

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SPOOK Moos, Patricia. "Fright night." *(October 1988)* 86 — Pumpkin graphic.

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SUPRSTMP; STMPDEMO Spiller, Jeremy. "Super stamper: The elastic rubber graphics stamp." *(October 1988)* 28 — Two new graphics commands for PMODE image manipulation.

SetDate Ries, Richard. "What day is it?" *(February 1989)* 142 — Utility to change format of date.

TACHISTO Blyn, Steve. "Education notes: The blink of an eye." *(February 1989)* 105 — Increase students' memorization abilities.

TAFFYBAL Babich, Tio. "Like pulling taffy." *(January 1989)* 60 — Graphics demo.

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TELE-DIR Rochford, Tom. "Who you gonna call?" *(January 1989)* 64

TIMECARD Scerbo, Fred B. "Wishing Well: How much time?" *(April 1989)* 89 — Calculate differences in time.

TOADER Dunn, Christopher. "It's a toad's life." *(February 1989)* 43

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TURKISH Cooper, Rick. "Setting for one." *(December 1988)* 90

USEDCARS Johnson, Richard. "Stalking the used car." *(September 1988)* 16 — Used car shopping guide.

VIDTIME Hair, Fred, Jr. "On VCR time." *(September 1988)* 122 — Calculating time intervals for VCR tape.

WEEKDAYS Scerbo, Fred B. "Wishing well: Just say goodnight Gracie." *(June 1989)* 87

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The Ninth Year of Rainbow

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Compiled by Kelly Goff

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Brunotte, Benjamin. "Another Form"; CoCo3; April 1990, p.64. Create custom forms. FORMAKER.
Fouts, Gordon E. "The Price is Right"; CoCo3; April 1990, p.116. An aid for finding mark-up/down percentages. MARKUP.
Maclas, David. "Predicting Profits"; CoCo3; April 1990, p.44. Perform break-even analysis. COST.PAS.
Messer, Shane. "The Golden Retriever"; CoCo3; April 1990, p.24. Roll your own database program. COLRBASE.
Stephens, Bryan. "Show the Facts"; CoCo3; April 1990, p.67. 3-D bar-graph program. 3DGRAPH.
Stuart, John. "The Total Figure"; CoCo1/CoCo2/CoCo3; February 1990, p.26. A full-featured spreadsheet. COCOCALC.

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Ford, Steven. "Plug Into Packet"; February 1990, p.22. Exploration of packet radio.
Hutchison, Don. "Delphi Bureau"; July 1989, p.87. GameTerm and other shareware terminal programs.
Hutchison, Don. "Delphi Bureau"; September 1989, p.42. "New Horizons".
Hutchison, Don. "Delphi Bureau"; October 1989, p.54. "Tokenized BASIC".
Hutchison, Don. "Delphi Bureau"; November 1989, p.36. "KEYSUB and WEFAX and Guide - Oh, My!".
Hutchison, Don. "Delphi Bureau"; December 1989, p.35. "The World's First".
Koonce, Tim. "Observing the Social Graces"; November 1989, p.72. Introduction to file-transfer protocols.
Kuns, Eddie. "Database Report"; April 1990, p.62. "Name That Tune With UltiMusE".
Kuns, Eddie. "Database Report"; June 1990, p.92. "OS-9 Uploads Growing".
Law, Greg. "Database Report"; March 1990, p.72. "New Uploads".
Onley, Ray. "An Old Code in a New Mode"; CoCo1/CoCo2/CoCo3; November 1989, p.12. Morse code training program for CoCo. CODEMSTR.

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Falk, Lonnie. "Print#-2"; November 1989, p.10. "Spread the Word!".
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Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; June 1990, p.18. "Integers in Order". CONSEC.
Collicott, John. "Bookworm"; CoCo1/CoCo2/CoCo3; September 1989, p.32. Helps develop problem-solving skills in math. BOOKWORM.
Crooks, Mary. "Time Test"; CoCo1/CoCo2/CoCo3; August 1989, p.56. Timed drills in multiplication and division. TIMETEST.
Falge, Linda. "KinderFun"; CoCo1/CoCo2/CoCo3; September 1989, p.84. Children's program to learn colors, letters, numbers, music. KINDRFUN.
Giles, Douglas. "Super Quiz"; CoCo1/CoCo2/CoCo3; October 1989, p.40. Helps develop memorization skills. SUPRQUIZ.
Johnson, Samuel. "EduSpell, Part II:The Dictionary"; CoCo1/CoCo2/CoCo3; July 1989, p.50. Part II in the development of a talking spelling tutor. MAINMENU.
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Scerbo, Fred. "Wishing Well"; CoCo1/CoCo2/CoCo3; May 1990, p.36. "A Real Clef Hanger". MUSIC103.
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Bradbury, Nick. "One Tile at a Time"; CoCo3; January 1990, p.72. Fast action tile game. FRUSTRAT.
Britton, Steve. "Samurai"; CoCo1/CoCo2/CoCo3; March 1990, p.114. Oriental battle-type game. SAMURAI.
Campbell, Marc. "The Checkers Champ"; CoCo3; November 1989, p.82. Computerized checker game.. CHECKERS.
Coty, Curt. "Shopping Spree"; CoCo3; July 1989, p.34. Action game - player goes shopping in a department store. SPREE.
Cuadra, Hector. "What Goes Up . . ."; CoCo1/CoCo2/CoCo3; January 1990, p.112. Physics game. GRAVITY.
George, Thomas. "The Tholean Web"; CoCo1/CoCo2/CoCo3; July 1989, p.42. Maze game where player must neutralize a force field. WEBBAS.
Hegberg, Joel. "A Mazing Adventure"; CoCo1/CoCo2/CoCo3; December 1989, p.46. Maze Adventure, quest for evil dragon. THEQUEST.
Messer, Shane. "CoCo Jumble"; CoCo1/CoCo2/CoCo3; June 1990, p.50. A scrambled-word game for two players. JUMBLE2.
Mosley, John. "Vegas at Your Fingertips"; CoCo3; June 1990, p.12. A slot machine for the CoCo 3. SLOTS.
Ostrom, Steve. "A Newfangled Maze"; CoCo1/CoCo2/CoCo3; February 1990, p.50. A maze that uses numbers for directional clues. MAZEWAY.
Quellhorst, George. "Peg Me!"; CoCo3; December 1989, p.26. CoCo version of Hi-Q. COCO-Q.
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Scerbo, Fred. "Wishing Well"; CoCo1/CoCo2/CoCo3; November 1989, p.54. Machine Language Tricks from a BASIC Game: Star Siege II. SIEGE2.
Veal, Evan. "The Black Box"; CoCo1/CoCo2/CoCo3; August 1989, p.26. Computer hides five balls in a box and you must find them. BLACKBOX.
Webb, Mark. "The Guessing Game"; CoCo3; May 1990, p.50. A one-player game of choosing colors. MINDSTIM.
Wolf, Eric. "Where's the Matching Box?"; CoCo3; February 1990, p.88. A two-player game of concentration. CCTRATE.
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p.60. Hints, tips and one-liners.
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Bernico, Bill. "The CoCo Coloring Book"; CoCo3; September 1989, p.12. Coloring pictures with the computer. COLRBOOK.
Curtis, Allen. "High-Capacity Screen Dumps"; CoCo3; August 1989, p.38. High-density printer enhancements for desktop publisher. DRIVERHT.
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Golias, Ruth. "He's Just a Snowman"; CoCo3; December 1989, p.20. Sing along with Frosty. FROSTY.
Grant, Ron. "The Schematic Scoundrel, Revisited"; CoCo1/CoCo2/CoCo3; July 1989, p.101. Adding symbol rotation for more flexibility. COCOCAD.
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Spiller, Jeremy & Spiller, Marty. "The Mandelbrot Bug and CoCo 3 Microscope"; CoCo3; January 1990, p.76. A geometric look at chaos. MANDEL.
Stanwood, Ron. "Color Your CoCo World"; CoCo3; July 1989, p.66. Utility to transfer PMODE 3 & 4 screens to CoCo 3 HSCREENs. MULTIRES.
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Brunotte, Benjamin. "Custom Built Desk for the CoCo"; December 1989, p.67. A real nail and hammer project.
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Kenny, Keiran. "Booklet, Revisited"; CoCo1/CoCo2/CoCo3; May 1990, p.40. Mods to allow for bigger booklets. PATBOOK.
LeBlanc, Dave. "Personal Secretary"; CoCo1/CoCo2/CoCo3; December 1989, p.56. A personalized notepad for easy organization. COCOMEMO.
Macias, David. "Mapping Your Finances"; CoCo3; November 1989, p.20. Calculates annual interest rates in percentage form, etc. AMORTIZE.
Minze, Bill. "Reckoning With the CoCo"; CoCo1/CoCo2/CoCo3; April 1990, p.20. Printing calculator program. CALCULAT.
Reichert, Kevin. "Captivating Captions"; CoCo3; November 1989, p.58. Makes labels for photos. CAPTION.
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Wulfsberg, Bruce. "From Fractures to Fractions"; CoCo1/CoCo2/CoCo3; February 1990, p.12. Program that reduces fractions to their lowest form. FRACTION.

MUSIC

Bernico, Bill. "Guitar 3"; CoCo3; February 1990, p.112. Displays guitar chords on the CoCo 3 graphics screen. GUITAR3.
Budenholzer, William. "Nickelodeon"; CoCo1/CoCo2/CoCo3; August 1989, p.84. Song editor/player. NICKEL-D.
Parker, Jeffrey. "Play It Again, CoCo"; December 1989, p.74. A close look at MIDI.

NOVICES NICHE

Aftamonow, Ellen. "Tax and Tip"; CoCo1/CoCo2/CoCo3; July 1989, p.105. Helps you divvy up restaurant bills. TAXTIP.
Arko, Lyn. "Doggone"; CoCo1/CoCo2/CoCo3; July 1989, p.108. Draws a graphics image of a dog. DOGGONE.
Babich, Tio. "Draw Figures Using Asterisks"; CoCo1/CoCo2/CoCo3; November 1989, p.39. Draw figures using asterisks. FIGDRW.
Babich, Tio. "Slope and Funnel"; CoCo3; July 1989, p.108. Draws a slope and funnel on the CoCo 3 640x192 screen. SLOPEFNL.
Benny, Patrick. "On The Run"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Create smooth animation sequences. LION.
Bernico, Bill. "Box Menu"; CoCo1/CoCo2/CoCo3; January 1990, p.32. Spices up menu screen and makes item selection interesting. BOXMENU.
Bernico, Bill. "Songwriter's Helper"; CoCo3; September 1989, p.60. Plays various musical patterns. SONGRITR.
Bernico, Bill. "Sound-to-Play"; CoCo1/CoCo2/CoCo3; August 1989, p.110. Matches up PLAY command note values for SOUND command. PLAYCONV.
Bernico, Bill. "This Is Your Big Debut"; CoCo3; February 1990, p.35. Title screen with moving lights. MARQUEE3.
Boughton, Ralph. "Star Defender"; CoCo3; September 1989, p.61. Shoot down enemy ships before your bases are hit. STARDEF.
Cheves, Warren. "Car Bingo Game"; CoCo1/CoCo2/CoCo3; November 1989, p.42. Prints index cards with two-character state abbreviations. BINGO.
Christensen, Glenn. "Attributes"; CoCo3; March 1990, p.60. Adds color to your screen. ATTR.
Darren Day. "The Change Counter"; CoCo1/CoCo2/CoCo3; September 1989, p.64. Counts change. Enter Q for quarter, D for dime, etc. CHANGE.
Driessen, David. "Want a Personalized Phone Number?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Takes phone number and spells out all letter combinations. FONEFIND.
Driscoll, Chris. "Escape"; CoCo1/CoCo2/CoCo3; February 1990, p.37. Try to escape from this twenty-level castle. ESCAPE.
Ehrenberg, R.M. "Categories"; CoCo1/CoCo2/CoCo3; March 1990, p.62. An alternative to Trivial Pursuit or Monopoly. CATS.
Flinn, William. "Solving Quadratic Equations"; CoCo1/CoCo2/CoCo3; June 1990, p.49. Help in finding roots of quadratic equations. QUADRATC.
Forster, Jim. "Moonscape"; CoCo3; January 1990, p.32. Forms moon in sky. MOON.
Friedrich, John. "Story Writer"; CoCo1/CoCo2/CoCo3; July 1989, p.104. A game that challenges writing creativity. STORYWRT.
Friesen, Geoff. "Superpoke"; CoCo3; June 1990, p.48. Allows multiple-byte pokes. SUPRPOKE.
Garcia, Carlos. "Searching for a Rainbow"; CoCo3; January 1990, p.36. Animates a rainbow and waterfall. RAINBOW.
Hall, Greg. "Let CoCo Calculate HBUFF"; CoCo3; February 1990, p.36. A fast simple way to calculate HBUFF. HBUFF.
Haveman, Evan. "Computer Aided Design"; CoCo3; October 1989, p.59. Demonstrates computer aided design at minimal level. MINICAD.
Hobson, Jon. "Marynote"; CoCo1/CoCo2/CoCo3; October 1989, p.58. Plays songs and displays notes one at a time. MARYNOTE.
Jacob, David. "Let's Make a List"; CoCo3; February 1990, p.38. Create a database for your books. LISTER.
Jones, Leroy. "Innkeeper"; CoCo1/CoCo2/CoCo3; March 1990, p.62. Catch falling drinks with trays. INNKEEP.
Kastack, Rebecca. "What Day?"; CoCo1/CoCo2/CoCo3; January 1990, p.30. Calendar for finding day of week of birthdays. WHATDAY.
Kenny, Keiran. "What Is on the Agenda for Today?"; CoCo1/CoCo2/CoCo3; April 1990, p.49. Home help, scratchpad. AGENDA.
Ketchel, Kyle. "The Time Sheet"; CoCo1/CoCo2/CoCo3; October 1989, p.62. For employers. TIMESHT.
Kraft, Michael. "As the World Turns"; CoCo1/CoCo2/CoCo3; August 1989, p.106. Draws eight graphics screens and produces animation. WORLD1.
Kuntz, Steven. "The CoCo Signal"; CoCo3; March 1990, p.61. A signal for programming problems or hardware glitches. HCAT.
Mabry, George. "Lowercase and Colors Too"; CoCo3; March 1990, p.60. Adjusts the colors and actuates a true lowercase text screen. LOCASE.
McNeill, James. "Shopper Ease"; CoCo1/CoCo2/CoCo3; September 1989, p.62. A form for shopping lists. GROLIST.
Medlock, William. "Disk Copy Utility"; CoCo1/CoCo2/CoCo3; January 1990, p.31. Copies files from one disk to another. COPY.
Mills, Robert. "Letters & Numbers"; CoCo3; June 1990, p.48. Helps youngsters learn to recognize letters and numbers. LETRSNUM.
Mosley, John. "3-D Grapher"; CoCo3; August 1989, p.107. Graphics using three-variable equations. GRAPH.
Mosley, John. "Kaleidoscope"; CoCo3; September 1989, p.63. Computer display of multicolor symmetric patterns. SCOPE.
Needham, Andre. "But it's Not Winter Yet"; CoCo1/CoCo2/CoCo3; August 1989, p.107. Creates a snowflake. SNOFLAKE.
Needham, Andre. "Fun With Fractals"; CoCo3; October 1989, p.60. Mathematically generated images. FRACTMTN.
Olmstead, Paul L. "Title Screen Splashdown"; CoCo1/CoCo2/CoCo3; April 1990, p.51. Animation utility. FALLING.
Pendall, Joseph. "And Along Came a Spider"; CoCo3; April 1990, p.48. Graphics program. SPIDERS.
Pendall, Joseph. "Quickgrass"; CoCo1/CoCo2/CoCo3; January 1990, p.38. Game of cutting grass before it grows too long. QGRASS.
Pendall, Joseph. "Spray Can"; CoCo1/CoCo2/CoCo3; October 1989, p.60. Graphics program that draws a pattern using joystick button. SPRAYCAN.
Phansavath, Hinh. "Running BASIC Programs Can Be a Breeze"; CoCo1/CoCo2/CoCo3; February 1990, p.36. Run BASIC programs with one keystroke. MCP.
Pollock, Grahame. "Up-Down LIST"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Utility to allow scrolling through LLISTings. UPDNLIST.
Porter, John. "Mortgage"; CoCo1/CoCo2/CoCo3; March 1990, p.63. Mortgage calculation program. MORTGAGE.
Pucella, Ric. "Hi-Res Graphics"; CoCo3; November 1989, p.41. Utility to save HSCREENs. HRGCOM.
Rodriguez, Alejandro. "No Smoking!"; CoCo3; November 1989, p.40. Graphics animation of No Smoking sign. NOSMOKE.
Rumpel, Kathy. "Balancing the Budget"; CoCo1/CoCo2/CoCo3; February 1990, p.40. Print a journal for your accounting needs. JOURNAL.
Rumpel, Kathy. "Steady Aim Fire"; CoCo3; April 1990, p.50. Shoot-em-up game. BIRD.
Seats, Darrin. "The Memo Maker"; CoCo1/CoCo2/CoCo3; January 1990, p.37. Put notes on disk. MEMOMAKE.
Severs, Roger. "Keeping a Tab on Your Tap"; CoCo1/CoCo2/CoCo3; April 1990, p.48. Figuring water bills. WATER.
Speight, Kevin. "Mind Master"; CoCo3; September 1989, p.62. Selects a four-digit code for you to break. MINDMSTR.
Stakelin, James. "The Base Converter"; CoCo1/CoCo2/CoCo3; January 1990, p.34. Converts number bases quickly and easily. CONVERT.
Thompson, Ernie. "Now, Where Was I?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Prints format to keep track of programs, articles, comments. RBOWLIST.
Weaver, Dan. "Automile"; CoCo1/CoCo2/CoCo3; November 1989, p.40. Figures miles per gallon. AUTOMILE.
Wells, John T. "Cutting Corners"; CoCo3; April 1990, p.50. A familiar game. CHASE.
Wong, Thomas. "Bowling"; CoCo3; July 1989, p.103. A CoCo 3 bowling game.. BOWLING.
Wong, Thomas. "Gopher Smash"; CoCo3; January 1990, p.37. Kill gophers as they pop out of boxes. SMASH.

OS-9

Behrmann, Darrel. "Syscall Sounds"; CoCo3; July 1989, p.126.

Calling OS-9's SS.Tone system call from BASIC09. SOUND.
Brumley, Troy. "Text File Compression"; CoCo1/CoCo2/CoCo3; September 1989, p.112. Programs to compress text files for more storage space. COMPRESS.
Cheek, Joseph. "Reach Out and Touch OS-9"; CoCo3; October 1989, p.72. A utility for updating files. TOUCH.
Deneen, Kevin. "One Label or Two?"; CoCo1/CoCo2/CoCo3; January 1990, p.110. Makes labels in groups of one or more. LABEL.C.
Goldberg, Stephen. "Do the Split"; CoCo1/CoCo2/CoCo3; March 1990, p.86. Making large files easier to handle. SPLIT.
Goldberg, Stephen. "Drive With Speed"; CoCo1/CoCo2/CoCo3; February 1990, p.56. Double the speed of your OS-9 floppy drives. VFY.C.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; December 1989, p.86. "Open Sesame!". SU.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; January 1990, p.56. "Lost and Found". VOL.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; February 1990, p.122. "Dissecting the Command Line". UDIR.C.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; March 1990, p.96. "Give It Top Priority". NICE.ASM.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; April 1990, p.113. "Conversions and Diversions". NICE.A.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; May 1990, p.30. "The OS-9 File Structure". FILES.B09.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; June 1990, p.44. "Scaling the Directory Tree". PWDIR.C.
Numa, David. "What You Should Know About C Compiler"; CoCo3; October 1989, p.82. Utility thats gets you started with cgfx functions.
Page, Stephen. "Flipper09"; CoCo1/CoCo2/CoCo3; December 1989, p.106. Game, try to have more colored pieces on board than opponent. FLIPER09.
Parker, Jeffrey. "OS-9 Survival Training"; August 1989, p.66. Overview of OS-9 and available hardware and software.
Pittman, Larry. "Larry's Labeler"; CoCo1/CoCo2/CoCo3; May 1990, p.46. Organizing your collection of floppy disks. DIABEL.
Puckett, Dale. "KISSable OS-9"; CoCo3; July 1989, p.138. "Adding Fireworks to Find". LOCATE.
Puckett, Dale. "KISSable OS-9"; August 1989, p.122. "OS-9 Makes Big Showing at Chicago".
Puckett, Dale. "KISSable OS-9"; CoCo3; September 1989, p.114. "Maxlc in Multi-Vue". MAXIC.
Puckett, Dale. "KISSable OS-9"; CoCo3; October 1989, p.110. "More on Maxlc and OS-9 Hits the Mac". TANDY.
Puckett, Dale. "KISSable OS-9"; CoCo3; November 1989, p.112. "Clearing the Board". GETICON.
Puckett, Dale. "KISSable OS-9"; December 1989, p.110. "OS-9 Takes Bean Town".
Puckett, Dale. "KISSable OS-9"; January 1990, p.117. "Are Your Programs Headed for a Breakdown?".
Puckett, Dale. "KISSable OS-9"; March 1990, p.65. "Rumors from Rainbowfest".
Puckett, Dale. "KISSable OS-9"; CoCo3; April 1990, p.52. "A New Look for OS-9". MVFINANCE.
Ries, Richard. "Carte Bianche"; CoCo3; March 1990, p.118. Menu-building program for BASIC09. CARTE_BLANCH.
Saksa, Jonathan. "Do You Have The Time?"; CoCo3; January 1990, p.46. A calendar program to help you organize your time. CALENDAR.
Sunderlin, Mark. "A CLS Command for OS-9"; CoCo1/CoCo2/CoCo3; July 1989, p.128. Adding a speedy assembly language CLS to the system. CLS.
Swinefurth, Chris. "Type Does Windows"; CoCo3; June 1990, p.36. A utility to switch window types in a hurry. TYPE.C.
Tandy Home Computer. "Multi-Vue and Pre-Existing Applications"; CoCo3; December 1989, p.36. Aid for getting more out of Multi-Vue. EDIC.
Yates, Jerry. "USTime & StripBin"; CoCo1/CoCo2/CoCo3; August 1989, p.22. Utility, sets up time as "January 3, 1989 9:23:45 am/pm". USTIME.

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Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; July 1989, p.130. "That's the Way the Ball Bounces". BALL1.
Barden, William. "Barden's Buffer"; August 1989, p.112. "Computer Knowledge in Any Language". ECB INTEREST.
Barden, William. "Barden's Buffer"; October 1989, p.122. "Your First BASIC Program".
Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; December 1989, p.116. "Take a Gamble". RANDOM.
Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; April 1990, p.35. "Take Your Files for a Spin". R*L*D*X.
Barden, William. "Barden's Buffer"; CoCo3; May 1990, p.78. "Thanks for the Memory". MANAGER.
Friesen, Geoff. "Introducing BASIC+"; CoCo3; September 1989, p.38. An enhancement to BASIC. BASIC+.
Nee, William. "Assembly Line, Part 1"; CoCo1/CoCo2/CoCo3; May 1990, p.22. A way to speed up routines in ROM using complex math. SCALE1.
Nee, William. "The Assembly Line, Part 2"; CoCo1/CoCo2/CoCo3; June 1990, p.84. Rotating, mirroring and more with PMODE4. MODIFY.
Nee, William. "Machine Language Made BASIC, Part XIII"; CoCo1/CoCo2/CoCo3; July 1989, p.80. Drawing graphics lines using machine language. BINLINE.
Perlman, Richard. "Do-It Yourself Database, Part 4"; CoCo3; April 1990, p.12. How to use the database. DATAB.
Perlman, Richard. "Do-It-Yourself Disk Database, Part 3"; CoCo1/CoCo2/CoCo3; September 1989, p.20. How to create a full-featured disk database system. CREATE.
Zumwalt, Greg. "Breaking the 32K Barrier"; June 1990, p.58. A look at the 64K plus ROM Paks.

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Boeldt, Larry. "BASICally Speaking"; September 1989, p.72.
Boeldt, Larry. "BASICally Speaking"; December 1989, p.24.
Esposito, Richard. "Doctor ASCII"; November 1989, p.34.
Esposito, Richard & Libra, Richard. "Doctor ASCII"; July 1989, p.124. Technical potpourri.
Goodman, Marty. "CoCo Consultations"; July 1989, p.78.
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Goodman, Marty. "CoCo Consultations"; December 1989, p.42. "Need a Little Support?".
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Goodman, Marty. "CoCo Consultations"; CoCo1/CoCo2/CoCo3; June 1990, p.39. "CoCos Not up to Par".

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"Arcade Collection"; March 1990, p.110.
"Art-Deli"; November 1989, p.98.
"BASIC Windows"; November 1989, p.99.
"Big BASIC"; October 1989, p.100.
"Big RAM Disk"; April 1990, p.101.
"C.A.R."; October 1989, p.104.
"CC3 Flags"; August 1989, p.97.
"CEBBS - A BBS You Can Live With"; November 1989, p.94.
"CIII Pages"; February 1990, p.100.
"CRT Collection"; March 1990, p.102.
"Calendar and Convert"; September 1989, p.100.
"Chess Made Easy"; August 1989, p.93.
"CoCo 3 Games Disk"; September 1989, p.101.
"CoCo MIDI 3"; October 1989, p.105.
"CoCo Stereo Headphone"; August 1989, p.92.
"CoCoRun-12"; February 1990, p.107.
"Color Schematic Creator 1.2"; September 1989, p.92.
"Comics+"; February 1990, p.106.
"CycleJump"; January 1990, p.104.
"Diamond in the Rough, A"; December 1989, p.96.
"DIR-MGR"; July 1989, p.121.
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"Danosoft's Disk Utilities"; November 1989, p.100.
"Data Form III"; January 1990, p.93.
"Disassembler"; December 1989, p.99.
"Disk Doctor"; August 1989, p.94.
"Disk Handyman"; November 1989, p.104.
"Div and Condiv"; June 1990, p.68.
"Donut Dilemma"; November 1989, p.102.
"Dual Hi-Res Joystick Adapter"; March 1990, p.106.
"Eagle Keyboard and Interface"; January 1990, p.92.
"Eldus"; March 1990, p.108.
"Extended ADOS-3"; October 1989, p.92.
"FORTH09"; March 1990, p.100.
"Fast Formatter"; July 1989, p.118.
"File System Repack"; January 1990, p.95.
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"HD-1"; August 1989, p.94.
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"M-Menu System"; April 1990, p.99.
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"Newspaper Plus"; July 1989, p.112.
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"O.S.I.T.E. File, The"; November 1989, p.102.
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"Owl-Ware's Hard Drive"; April 1990, p.98.
"Paladin's Legacy"; June 1990, p.74.
"Peninsular War"; September 1989, p.97.
"PertASCII"; August 1989, p.96.
"Phonics Fun"; January 1990, p.99.
"Predator"; June 1990, p.76.
"Pt. File Manager"; May 1990, p.73.
"Revenge of the Mutant Miners"; September 1989, p.94.
"Riddle of the Ring"; May 1990, p.67.
"RoboCop"; May 1990, p.72.
"Roots"; August 1989, p.98.
"Rorke's Drift"; February 1990, p.106.
"S - Screen Control"; June 1990, p.72.
"Simply Better 2.0"; February 1990, p.102.
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"Slam Bam"; April 1990, p.101.
"Slots & Cards"; October 1989, p.100.
"Space Pac"; January 1990, p.102.
"Studio Works"; January 1990, p.94.
"Super Backup Utilities"; April 1990, p.102.
"SuperDisk"; March 1990, p.105.
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"Tazman"; March 1990, p.108.
"TelePak II"; November 1989, p.109.
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"Treasury Packs #1 and #2"; January 1990, p.96.
"Trythis"; December 1989, p.101.
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"Ultra-Cat"; October 1989, p.103.
"Ultra-Merge"; July 1989, p.121.
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"Utilities & Subroutines in BASIC"; March 1990, p.103.
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"Wargame Designer II"; September 1989, p.99.
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"Wheeler, The"; July 1989, p.117.
"Window Writer"; December 1989, p.102.
"Wizard's Castle"; February 1990, p.104.
"World at War"; November 1989, p.110.
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Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; June 1990, p.54. "The A-Option Wrap-Up". AOPTION1.

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Dalene, Mike. "Harness Those Keys"; CoCo1/CoCo2/CoCo3; January 1990, p.26. Redefine the "control" keys for your own specific needs. KEYEDIT.
Daniels, Bill. "Back From the Dead"; CoCo1/CoCo2/CoCo3; June 1990, p.26. Resurrecting killed disk files. DISKEDT.
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Medlock, William. "Auto Repeat, Part 1"; CoCo1/CoCo2/CoCo3; July 1989, p.16. Add software key repeat to the CoCo 1, 2 or 3. REPEAT.
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Moore, Mike. "Save the Variables!"; CoCo1/CoCo2/CoCo3; January 1990, p.12. Chain BASIC programs and keep variables while editing. VARKEEP.
Ottum, J.A. "From Screen to Printed Page"; CoCo1/CoCo2/CoCo3; February 1990, p.83. A utility that lets you print straight from the screen. PRT.
Ottum, J.A. "Habla Espanol?"; CoCo1/CoCo2/CoCo3; July 1989, p.29. CoCo accepts commands in Spanish. ESPANOL.
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Barden, William. "Barden's Buffer"; CoCo3; February 1990, p.42. "High Hopes for the Hi-Res". READHI.
Barden, William. "Barden's Buffer"; CoCo3; March 1990, p.40. "A CoCo Dual-Trace Oscilloscope". SCOPE.
Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; April 1990, p.35. "Take Your Files for a Spin". R*L*D*X.
Barden, William. "Barden's Buffer"; CoCo3; May 1990, p.78. "Thanks for the Memory". MANAGER.
Behrmann, Darrel. "Syscall Sounds"; CoCo3; July 1989, p.126. Calling OS-9's SS.Tone system call from BASIC09. SOUND.
Bennett, Jim. "Tricky Graphics"; CoCo3; October 1989, p.20. Neat trick for programming graphics on CoCo 3.. CARRIER.
Benny, Patrick. "On The Run"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Create smooth animation sequences. LION.
Bernico, Bill. "Box Menu"; CoCo1/CoCo2/CoCo3; January 1990, p.32. Spices up menu screen and makes item selection interesting. BOXMENU.
Bernico, Bill. "Guitar 3"; CoCo3; February 1990, p.112. Displays guitar chords on the CoCo 3 graphics screen. GUITAR3.
Bernico, Bill. "Songwriter's Helper"; CoCo3; September 1989, p.60. Plays various musical patterns. SONGRITR.
Bernico, Bill. "Sound-to-Play"; CoCo1/CoCo2/CoCo3; August 1989, p.110. Matches up PLAY command note values for SOUND command. PLAYCONV.
Bernico, Bill. "The CoCo Coloring Book"; CoCo3; September 1989, p.12. Coloring pictures with the computer. COLRBOOK.
Bernico, Bill. "This Is Your Big Debut"; CoCo3; February 1990, p.35. Title screen with moving lights. MARQUEE3.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; August 1989, p.64. "Building Reading Skills". FOLLOW.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; September 1989, p.54. "Learning About Ratios". RATIOS.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; October 1989, p.52. "Cracking Codes". CODEWORD.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; November 1989, p.24. "Probability". PROBABLE.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; December 1989, p.32. "To Rhyme or Not to Rhyme". POETRY.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; February 1990, p.94. "One-On-One Math Drills". BASKET.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; March 1990, p.112. "Toronto, Ontario for a Basket". BASKETBL.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; April 1990, p.85. "a,e,i,o,u". VOWELS.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; May 1990, p.88. "Cooking With Metric Measures". METRIC.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; June 1990, p.18. "Integers in Order". CONSEC.
Bodnar, David. "Exposing the CoCo to Photography"; CoCo1/CoCo2/CoCo3; February 1990, p.96. Use the CoCo for timing applications in the darkroom. DARKROOM.
Boeldt, Larry. "BASICally Speaking"; July 1989, p.96.
Boeldt, Larry. "BASICally Speaking"; August 1989, p.60.
Boeldt, Larry. "BASICally Speaking"; September 1989, p.72.
Boeldt, Larry. "BASICally Speaking"; December 1989, p.24.
Boughton, Ralph. "Star Defender"; CoCo3; September 1989, p.61. Shoot down enemy ships before your bases are hit. STARDEF.
Bradbury, Nick. "Icarus in Search of Wings"; CoCo3; April 1990, p.12. Do an arcade penguin dance. PENGUIN.
Bradbury, Nick. "One Tile at a Time"; CoCo3; January 1990, p.72. Fast action tile game. FRUSTRAT.
Britton, Steve. "Samurai"; CoCo1/CoCo2/CoCo3; March 1990, p.114. Oriental battle-type game. SAMURAI.
Brumley, Troy. "Text File Compression"; CoCo1/CoCo2/CoCo3; September 1989, p.112. Programs to compress text files for more storage space. COMPRESS.
Brunotte, Benjamin. "Another Form"; CoCo3; April 1990, p.64. Create custom forms. FORMAKER.
Brunotte, Benjamin. "Custom Built Desk for the CoCo"; December 1989, p.67. A real nail and hammer project.
Budenholzer, William. "Nickelodeon"; CoCo1/CoCo2/CoCo3; August 1989, p.84. Song editor/player. NICKEL-D.
Campbell, Marc. "The Checkers Champ"; CoCo3; November 1989, p.82. Computerized checker game.. CHECKERS.
Campbell, Marc. "The Invincible Duplicator"; CoCo1/CoCo2/CoCo3; September 1989, p.44. Makes BASIC programs virtually crashproof. DUPLICAT.
Cheek, Joseph. "Reach Out and Touch OS-9"; CoCo3; October 1989, p.72. A utility for updating files. TOUCH.
Cheves, Warren. "Car Bingo Game"; CoCo1/CoCo2/CoCo3; November 1989, p.42. Prints index cards with two-character state abbreviations. BINGO.
Christensen, Glenn. "Attributes"; CoCo3; March 1990, p.60. Adds color to your screen. ATTR.
Collicott, John. "Bookworm"; CoCo1/CoCo2/CoCo3; September 1989, p.32. Helps develop problem-solving skills in math. BOOKWORM.
Coty, Curt. "Shopping Spree"; CoCo3; July 1989, p.34. Action game - player goes shopping in a department store. SPREE.
Crooks, Mary. "Time Test"; CoCo1/CoCo2/CoCo3; August 1989, p.56. Timed drills in multiplication and division. TIMETEST.
Cuadra, Hector. "What Goes Up . . ."; CoCo1/CoCo2/CoCo3; January 1990, p.112. Physics game. GRAVITY.
Curtis, Allen. "High-Capacity Screen Dumps"; CoCo3; August 1989, p.38. High-density printer enhancements for desktop publisher. DRIVERHT.
Curtis, Allen. "High-Capacity Screen Dumps"; CoCo3; October 1989, p.63. How to save and load a half-screen. DHPATCH.
Dalene, Mike. "Harness Those Keys"; CoCo1/CoCo2/CoCo3; January 1990, p.26. Redefine the "control" keys for your own specific needs. KEYEDIT.
Daniels, Bill. "Back From the Dead"; CoCo1/CoCo2/CoCo3; June 1990, p.26. Resurrecting killed disk files. DISKEDT.
Darren Day. "The Change Counter"; CoCo1/CoCo2/CoCo3; September 1989, p.64. Counts change. Enter Q for quarter, D for dime, etc. CHANGE.
Deneen, Kevin. "One Label or Two?"; CoCo1/CoCo2/CoCo3; January 1990, p.110. Makes labels in groups of one or more. LABEL.C.
Distefano, Tony. "Turn of the Screw"; July 1989, p.98. "Dynamic Random Access Memory Explained".
Distefano, Tony. "Turn of the Screw"; September 1989, p.56. "Building a RAM Disk".
Distefano, Tony. "Turn of the Screw"; October 1989, p.86. "Building a RAM Disk".
Distefano, Tony. "Turn of the Screw"; CoCo1/CoCo2/CoCo3; December 1989, p.64. "RAM Disk, Part III". GENTEST.
Distefano, Tony. "Turn of the Screw"; January 1990, p.40. "Disk Track Tracer".
Distefano, Tony. "Turn of the Screw"; February 1990, p.18. "A Digital Lesson".
Distefano, Tony. "Turn of the Screw"; March 1990, p.56. "A Digital Lesson, Part 2".
Distefano, Tony. "Turn of the Screw"; April 1990, p.110. "Digital Lesson, Part 3".
Distefano, Tony. "Turn of the Screw"; May 1990, p.54. "Tools of the Trade".
Distefano, Tony. "Turn of the Screw"; June 1990, p.80. "Clearing the Paths".
Driessen, David. "Want a Personalized Phone Number?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Takes phone number and spells out all letter combinations. FONEFIND.
Driscoll, Chris. "Escape"; CoCo1/CoCo2/CoCo3; February 1990, p.37. Try to escape from this twenty-level castle. ESCAPE.
Ehrenberg, R.M. "Categories"; CoCo1/CoCo2/CoCo3; March 1990, p.62. An alternative to Trivial Pursuit or Monopoly. CATS.
Esposito, Richard. "Doctor ASCII"; November 1989, p.34.
Esposito, Richard & Libra, Richard. "Doctor ASCII"; July 1989, p.124. Technical potpourri.
Estrado, Richard. "The File Handler"; CoCo1/CoCo2/CoCo3; April 1990, p.106. Copy routine that uses wildcards. COPYASM.
Falge, Linda. "KinderFun"; CoCo1/CoCo2/CoCo3; September 1989, p.84. Children's program to learn colors, letters, numbers, music. KINDRFUN.
Falk, Lonnie. "Print#-2"; July 1989, p.12. "Fun at the 'Fest".
Falk, Lonnie. "Print#-2"; August 1989, p.10. "Eight Years Strong".
Falk, Lonnie. "Print#-2"; September 1989, p.10. "A New Site for RAINBOWfest".
Falk, Lonnie. "Print#-2"; October 1989, p.10. "A Transition at The Rainbow".
Falk, Lonnie. "Print#-2"; November 1989, p.10. "Spread the Word!".
Falk, Lonnie. "Print#-2"; December 1989, p.10. "Canadian Future II".
Falk, Lonnie. "Print#-2"; January 1990, p.10. "History in the Making".
Falk, Lonnie. "Print#-2"; March 1990, p.10. "New Life for CoCo".
Falk, Lonnie. "Print#-2"; April 1990, p.10. "A Helping Hand".
Falk, Lonnie. "Print#-2"; May 1990, p.10. "Spring Forward, Look Back".
Flinn, William. "Solving Quadratic Equations"; CoCo1/CoCo2/CoCo3; June 1990, p.49. Help in finding roots of quadratic equations. QUADRATC.
Ford, Steven. "CoCo and Amateur Radio"; November 1989, p.44. Discussion of ham radio as a hobby.
Ford, Steven. "Plug Into Packet"; February 1990, p.22. Exploration of packet radio.
Forster, Jim. "Moonscape"; CoCo3; January 1990, p.32. Forms moon in sky. MOON.
Foster, Leslie. "The Eighth Year of Rainbow"; July 1989, p.147. Index - July 1988 to June 1989.
Fouts, Gordon E. "The Price is Right"; CoCo3; April 1990, p.116. An aid for finding mark-up/down percentages. MARKUP.
Francis, David. "Moon Mapper"; CoCo3; March 1990, p.82. Helps you track the planet-size moons of Jupiter. GALISAT3.
Francisco, Harleen. "The Economy Printer Buffer, Part II"; July 1989, p.72. Build and troubleshoot the printer buffer.
Friedrich, John. "Story Writer"; CoCo1/CoCo2/CoCo3; July 1989, p.104. A game that challenges writing creativity. STORYWRT.
Friesen, Geoff. "Introducing BASIC+"; CoCo3; September 1989, p.38. An enhancement to BASIC. BASIC+.
Friesen, Geoff. "Superpoke"; CoCo3; June 1990, p.48. Allows multiple-byte pokes. SUPRPOKE.
Garcia, Carlos. "Searching for a Rainbow"; CoCo3; January 1990, p.36. Animates a rainbow and waterfall. RAINBOW.
George, Thomas. "The Tholean Web"; CoCo1/CoCo2/CoCo3; July 1989, p.42. Maze game where player must neutralize a force field. WEBBAS.
Giles, Douglas. "Super Quiz"; CoCo1/CoCo2/CoCo3; October 1989, p.40. Helps develop memorization skills. SUPRQUIZ.
Goldberg, Stephen. "Do the Split"; CoCo1/CoCo2/CoCo3; March 1990, p.86. Making large files easier to handle. SPLIT.
Goldberg, Stephen. "Drive With Speed"; CoCo1/CoCo2/CoCo3; February 1990, p.56. Double the speed of your OS-9 floppy drives. VFY.C.
Golias, Ruth. "He's Just a Snowman"; CoCo3; December 1989, p.20. Sing along with Frosty. FROSTY.
Goodell, Kirk. "Patchwork on the CoCo 3"; CoCo3; November 1989, p.26C. Lets you patch disks. BLASTER.
Goodman, Marty. "Adding a Disk Drive to Your CoCo Pt. 2"; April 1990, p.92. Adding disk drives to the CoCo.
Goodman, Marty. "CoCo Consultations"; July 1989, p.78.
Goodman, Marty. "CoCo Consultations"; August 1989, p.62.
Goodman, Marty. "CoCo Consultations"; October 1989, p.16.
Goodman, Marty. "CoCo Consultations"; November 1989, p.30.
Goodman, Marty. "CoCo Consultations"; December 1989, p.42. "Need a Little Support?".
Goodman, Marty. "CoCo Consultations"; January 1990, p.20. "The Disk System that Lied".
Goodman, Marty. "CoCo Consultations"; February 1990, p.59. "Disconnecting Call Waiting".
Goodman, Marty. "CoCo Consultations"; March 1990, p.74. "Converting to the CoCo".
Goodman, Marty. "CoCo Consultations"; April 1990, p.59. "Looking for Connectors".
Goodman, Marty. "CoCo Consultations"; May 1990, p.62. "OS-9 vs. BASIC".
Goodman, Marty. "CoCo Consultations"; CoCo1/CoCo2/CoCo3; June 1990, p.39. "CoCos Not up to Par".
Goodman, Marty. "Disk Drives and the Color Computer"; March 1990, p.22. Adding a floppy disk to the CoCo.
Goodman, Marty. "The OS-9 *CART Interrupt Fix"; CoCo3; November 1989, p.50. Multi-Pak and CoCo 3 fixes.
Grant, Ron. "The Schematic Scoundrel, Revisited"; CoCo1/CoCo2/CoCo3; July 1989, p.101. Adding symbol rotation for more flexibility. COCOCAD.
Hall, Greg. "Let CoCo Calculate HBUFF"; CoCo3; February 1990, p.36. A fast simple way to calculate HBUFF. HBUFF.
Haveman, Evan. "Computer Aided Design"; CoCo3; October 1989, p.59. Demonstrates computer aided design at minimal level. MINICAD.
Hegberg, Joel. "A Mazing Adventure"; CoCo1/CoCo2/CoCo3; December 1989, p.46. Maze Adventure, quest for evil dragon. THEQUEST.
Hinton, Ron. "Best Medicine for Disorderly Med. Bills"; CoCo3; February 1990, p.116. Keep the financial side of your medical history in order. MEDIC3.
Hobson, Jon. "Marynote"; CoCo1/CoCo2/CoCo3; October 1989, p.58. Plays songs and displays notes one at a time. MARYNOTE.
Hutchison, Don. "Delphi Bureau"; July 1989, p.87. GameTerm and other shareware terminal programs.
Hutchison, Don. "Delphi Bureau"; September 1989, p.42. "New Horizons".
Hutchison, Don. "Delphi Bureau"; October 1989, p.54. "Tokenized BASIC".
Hutchison, Don. "Delphi Bureau"; November 1989, p.36. "KEYSUB and WEFAX and Guide - Oh, My!".
Hutchison, Don. "Delphi Bureau"; December 1989, p.35. "The World's First".
Iacovou, Neophytos. "A Special Switch"; May 1990, p.43. Four projects using the 4PDT switch.
Jacob, David. "Let's Make a List"; CoCo3; February 1990, p.38. Create a database for your books. LISTER.
Johnson, Samuel. "EduSpell, Part II:The Dictionary"; CoCo1/CoCo2/CoCo3; July 1989, p.50. Part II in the development of a talking spelling tutor. MAINMENU.
Jones, Leroy. "Innkeeper"; CoCo1/CoCo2/CoCo3; March 1990, p.62. Catch falling drinks with trays. INNKEEP.
Kastack, Rebecca. "What Day?"; CoCo1/CoCo2/CoCo3; January 1990, p.30. Calendar for finding day of week of birthdays. WHATDAY.
Kenny, Keiran. "Booklet, Revisited"; CoCo1/CoCo2/CoCo3; May 1990, p.40. Mods to allow for bigger booklets. PATBOOK.
Kenny, Keiran. "What Is on the Agenda for Today?"; CoCo1/CoCo2/CoCo3; April 1990, p.49. Home help, scratchpad. AGENDA.
Ketchel, Kyle. "The Time Sheet"; CoCo1/CoCo2/CoCo3; October 1989, p.62. For employers. TIMESHT.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; August 1989, p.100. "The Art of Graphics Characters". DIAMOND1.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; October 1989, p.66. "More Graphics". NEWCOMER.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; December 1989, p.50. "Program Shape-Up". FLASHES.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; January 1990, p.87. "The Unfolding Block". LISTING1.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; Febru-

ary 1990, p.52. "Working in Quadrants". AOPTION.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; March 1990, p.78. "Graphics Fairyland". DIAMONDS.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; April 1990, p.86. "Go Forth and Create!". WINDMILL.
Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; June 1990, p.54. "The A-Option Wrap-Up". AOPTION1.
Koonce, Tim. "Observing the Social Graces"; November 1989, p.72. Introduction to file-transfer protocols.
Kraft, Michael. "As the World Turns"; CoCo1/CoCo2/CoCo3; August 1989, p.106. Draws eight graphics screens and produces animation. WORLD1.
Kuns, Eddie. "Database Report"; April 1990, p.62. "Name That Tune With UltiMusE".
Kuns, Eddie. "Database Report"; June 1990, p.92. "OS-9 Uploads Growing".
Kuntz, Steven. "The CoCo Signal"; CoCo3; March 1990, p.61. A signal for programming problems or hardware glitches. HCAT.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; December 1989, p.86. "Open Sesame!". SU.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; January 1990, p.56. "Lost and Found". VOL.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; February 1990, p.122. "Dissecting the Command Line". UDIR.C.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; March 1990, p.96. "Give It Top Priority". NICE.ASM.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; April 1990, p.113. "Conversions and Diversions". NICE.A.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; May 1990, p.30. "The OS-9 File Structure". FILES.B09.
Law, Greg. "BreakPoint"; CoCo1/CoCo2/CoCo3; June 1990, p.44. "Scaling the Directory Tree". PWDIR.C.
Law, Greg. "Database Report"; March 1990, p.72. "New Uploads".
LeBlanc, Dave. "Personal Secretary"; CoCo1/CoCo2/CoCo3; December 1989, p.56. A personalized notepad for easy organization. COCOMEMO.
Mabry, George. "Lowercase and Colors Too"; CoCo3; March 1990, p.60. Adjusts the colors and actuates a true lowercase text screen. LOCASE.
Macias, David. "Mapping Your Finances"; CoCo3; November 1989, p.20. Calculates annual interest rates in percentage form, etc. AMORTIZE.
Macias, David. "Predicting Profits"; CoCo3; April 1990, p.44. Perform break-even analysis. COST.PAS.
McNeill, James. "Shopper Ease"; CoCo1/CoCo2/CoCo3; September 1989, p.62. A form for shopping lists. GROLIST.
Medlock, William. "Auto Repeat, Part 1"; CoCo1/CoCo2/CoCo3; July 1989, p.16. Add software key repeat to the CoCo 1, 2 or 3. REPEAT.
Medlock, William. "Disk Copy Utility"; CoCo1/CoCo2/CoCo3; January 1990, p.31. Copies files from one disk to another. COPY.
Medlock, William. "Key Ahead"; CoCo1/CoCo2/CoCo3; August 1989, p.14. Create type-ahead buffer for any CoCo. KEYSBIN.
Messer, Shane. "CoCo Jumble"; CoCo1/CoCo2/CoCo3; June 1990, p.50. A scrambled-word game for two players. JUMBLE2.
Messer, Shane. "Improving the Scheme of Screens"; CoCo3; January 1990, p.82. Create icons for your programs. DESIGNER.
Messer, Shane. "The Golden Retriever"; CoCo3; April 1990, p.24. Roll your own database program. COLRBASE.
Mills, Robert. "Letters & Numbers"; CoCo3; June 1990, p.48. Helps youngsters learn to recognize letters and numbers. LETRSNUM.
Minze, Bill. "Reckoning With the CoCo"; CoCo1/CoCo2/CoCo3; April 1990, p.20. Printing calculator program. CALCULAT.
Moore, Mike. "Save the Variables!"; CoCo1/CoCo2/CoCo3; January 1990, p.12. Chain BASIC programs and keep variables while editing. VARKEEP.
Mosely,John. "Winter Magic"; CoCo3; December 1989, p.12. A program for producing snow onscreen. SNOW.
Mosley, John. "3-D Grapher"; CoCo3; August 1989, p.107. Graphics using three-variable equations. GRAPH.
Mosley, John. "Kaleidoscope"; CoCo3; September 1989, p.63. Computer display of multicolor symmetric patterns. SCOPE.
Mosley, John. "Vegas at Your Fingertips"; CoCo3; June 1990, p.12. A slot machine for the CoCo 3. SLOTS.
Murphy, Stephen. "The Price of Wisdom"; February 1990, p.14. A humorous admonishment to use your manual.
Nee, William. "Assembly Line, Part 1"; CoCo1/CoCo2/CoCo3; May 1990, p.22. A way to speed up routines in ROM using complex math. SCALE1.
Nee, William. "The Assembly Line, Part 2"; CoCo1/CoCo2/CoCo3; June 1990, p.84. Rotating, mirroring and more with PMODE4. MODIFY.
Nee, William. "Machine Language Made BASIC, Part XIII"; CoCo1/CoCo2/CoCo3; July 1989, p.80. Drawing graphics lines using machine language. BINLINE.
Nee, William. "The Graphics Corner"; CoCo1/CoCo2/CoCo3; August 1989, p.36. Three ways to create color graphics on the CoCo. CLRDEMO.
Nee, William. "The Graphics Corner, Part II"; CoCo1/CoCo2/CoCo3; September 1989, p.48. PSETing numbers without using coordinates. SCRLDEMO.
Nee, William. "The Graphics Corner, Part III"; CoCo1/CoCo2/CoCo3; October 1989, p.78. A two-dimensional array that helps generate new values. NEIGHBR1.
Needham, Andre. "But it's Not Winter Yet"; CoCo1/CoCo2/CoCo3; August 1989, p.107. Creates a snowflake. SNOFLAKE.
Needham, Andre. "Fun With Fractals"; CoCo3; October 1989, p.60. Mathematically generated images. FRACTMTN.
Numa, David. "What You Should Know About C Compiler"; CoCo3; October 1989, p.82. Utility thats gets you started with cgfx functions.
Olmstead, Paul L. "Title Screen Splashdown"; CoCo1/CoCo2/CoCo3; April 1990, p.51. Animation utility. FALLING.
Onley, Ray. "An Old Code in a New Mode"; CoCo1/CoCo2/CoCo3; November 1989, p.12. Morse code training program for CoCo. CODEMSTR.
Ostrom, Steve. "A Newfangled Maze"; CoCo1/CoCo2/CoCo3; February 1990, p.50. A maze that uses numbers for directional clues. MAZEWAY.
Ostrom, Steve. "A Perfect Star"; CoCo1/CoCo2/CoCo3; March 1990, p.92. Lesson in trigonometry and CoCo graphics. TRIG1.
Ottum, J.A. "From Screen to Printed Page"; CoCo1/CoCo2/CoCo3; February 1990, p.83. A utility that lets you print straight from the screen. PRT.
Ottum, J.A. "Habla Espanol?"; CoCo1/CoCo2/CoCo3; July 1989, p.29. CoCo accepts commands in Spanish. ESPANOL.
Page, Stephen. "Flipper09"; CoCo1/CoCo2/CoCo3; December 1989, p.106. Game, try to have more colored pieces on board than opponent. FLIPER09.
Parker, Jeffrey. "OS-9 Survival Training"; August 1989, p.66. Overview of OS-9 and available hardware and software.
Parker, Jeffrey. "Play It Again, CoCo"; December 1989, p.74. A close look at MIDI.
Parker, Jeffrey. "RAINBOWfest Reporter"; September 1989, p.73. Chicago 1989 'fest report..
Parker, Jeffrey. "RAINBOWfest Reporter"; March 1990, p.34. Somerset 1989 'fest report.
Pendall, Joseph. "And Along Came a Spider"; CoCo3; April 1990, p.48. Graphics program. SPIDERS.
Pendall, Joseph. "Quickgrass"; CoCo1/CoCo2/CoCo3; January 1990, p.38. Game of cutting grass before it grows too long. QGRASS.
Pendall, Joseph. "Spray Can"; CoCo1/CoCo2/CoCo3; October 1989, p.60. Graphics program that draws a pattern using joystick button. SPRAYCAN.
Perlman, Richard. "Do-It Yourself Database, Part 4"; CoCo3; April 1990, p.12. How to use the database. DATAB.
Perlman, Richard. "Do-It-Yourself Disk Database, Part 3"; CoCo1/CoCo2/CoCo3; September 1989, p.20. How to create a full-featured disk database system. CREATE.
Phansavath, Hinh. "Running BASIC Programs Can Be a Breeze"; CoCo1/CoCo2/CoCo3; February 1990, p.36. Run BASIC programs with one keystroke. MCP.
Pittman, Larry. "Larry's Labeler"; CoCo1/CoCo2/CoCo3; May 1990, p.46. Organizing your collection of floppy disks. DIABEL.
Pollock, Grahame. "Up-Down LIST"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Utility to allow scrolling through LLISTings. UPDNLIST.
Porter, John. "Mortgage"; CoCo1/CoCo2/CoCo3; March 1990, p.63. Mortgage calculation program. MORTGAGE.
Pucella, Ric. "Hi-Res Graphics"; CoCo3; November 1989, p.41. Utility to save HSCREENs. HRGCOM.
Puckett, Dale. "KISSable OS-9"; CoCo3; July 1989, p.138. "Adding Fireworks to Find". LOCATE.
Puckett, Dale. "KISSable OS-9"; August 1989, p.122. "OS-9 Makes Big Showing at Chicago".
Puckett, Dale. "KISSable OS-9"; CoCo3; September 1989, p.114. "Maxlc in Multi-Vue". MAXIC.
Puckett, Dale. "KISSable OS-9"; CoCo3; October 1989, p.110. "More on Maxlc and OS-9 Hits the Mac". TANDY.
Puckett, Dale. "KISSable OS-9"; CoCo3; November 1989, p.112. "Clearing the Board". GETICON.
Puckett, Dale. "KISSable OS-9"; December 1989, p.110. "OS-9 Takes Bean Town".
Puckett, Dale. "KISSable OS-9"; January 1990, p.117. "Are Your Programs Headed for a Breakdown?".
Puckett, Dale. "KISSable OS-9"; March 1990, p.65. "Rumors from Rainbowfest".
Puckett, Dale. "KISSable OS-9"; CoCo3; April 1990, p.52. "A New Look for OS-9". MVFINANCE.
Quellhorst, George. "Peg Me!"; CoCo3; December 1989, p.26. CoCo version of Hi-Q. COCO-Q.
Reichert, Kevin. "Captivating Captions"; CoCo3; November 1989, p.58. Makes labels for photos. CAPTION.
Ricketts, Steve. "To the Rescue"; CoCo1/CoCo2/CoCo3; March 1990, p.54. Aid for lost files on crashed disks. COCOCLN.
Ries, Richard. "Carte Blanche"; CoCo3; March 1990, p.118. Menu-building program for BASIC09. CARTE_BLANCH.
Ries, Richard. "Printing the Unprintable"; CoCo1/CoCo2/CoCo3; December 1989, p.121. A filter program for odd characters. READ.B.
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Rumpel, Kathy. "Steady Aim Fire"; CoCo3; April 1990, p.50. Shoot-em-up game. BIRD.
Saksa, Jonathan. "Do You Have The Time?"; CoCo3; January 1990, p.46. A calendar program to help you organize your time. CALENDAR.
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Seats, Darrin. "The Memo Maker"; CoCo1/CoCo2/CoCo3; January 1990, p.37. Put notes on disk. MEMOMAKE.
Severs, Roger. "Keeping a Tab on Your Tap"; CoCo1/CoCo2/CoCo3; April 1990, p.48. Figuring water bills. WATER.
Shaulis, Jerry. "Bank & Budget"; CoCo1/CoCo2/CoCo3; February 1990, p.74. Helps maintain your checkbook. CHECK1.
Speight, Kevin. "Mind Master"; CoCo3; September 1989, p.62. Selects a four-digit code for you to break. MINDMSTR.
Spiller, Jeremy & Spiller, Marty. "The Mandelbrot Bug and CoCo 3 Microscope"; CoCo3; January 1990, p.76. A geometric look at chaos. MANDEL.
Staff. "Anniversary Special: One-Liner Insert"; CoCo1/CoCo2/CoCo3; July 1989, p.131. A collection of one-liners.
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Staff. "Reader Survey"; November 1989, p.124. General survey of CoCo readers' use and opinions..
Staff. "The Heat is On!"; July 1989, p.26. A midyear buyers guide to new games and game hardware.
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Stanwood, Ron. "Color Your CoCo World"; CoCo3; July 1989, p.66. Utility to transfer PMODE 3 & 4 screens to CoCo 3 HSCREENs. MULTIRES.
Stephens, Bryan. "Show the Facts"; CoCo3; April 1990, p.67. 3-D bar-graph program. 3DGRAPH.
Stuart, John. "The Total Figure"; CoCo1/CoCo2/CoCo3; February 1990, p.26. A full-featured spreadsheet. COCOCALC.
Sunderlin, Mark. "A CLS Command for OS-9"; CoCo1/CoCo2/CoCo3; July 1989, p.128. Adding a speedy assembly language CLS to the system. CLS.
Swinefurth, Chris. "Type Does Windows"; CoCo3; June 1990, p.36. A utility to switch window types in a hurry. TYPE.C.
Tandy Home Computer. "Multi-Vue and Pre-Existing Applications"; CoCo3; December 1989, p.38. Aid for getting more out of Multi-Vue. EDIC.
Thomas, Scott. "Innovation Along the Border"; CoCo1/CoCo2/CoCo3; January 1990, p.106. Creates border along stationery. STATION.
Thompson, Ernie. "Now, Where Was I?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Prints format to keep track of programs, articles, comments. RBOWLIST.
Tinklepaugh, Dale. "Draw it Quick!"; CoCo1/CoCo2/CoCo3; August 1989, p.24. Draws in High-Res, creates file of BASIC Statements. QUIKDRAW.
Turner, Robert Allen. "CoCo Typer"; CoCo1/CoCo2/CoCo3; May 1990, p.58. Turn CoCo into a typewriter for those short notes. COLRTYPE.
Vandall, Michael. "Graphics in a Hurry"; CoCo3; October 1989, p.26. Converts artwork on graphics screen into BASIC code. GRAPHPRO.
Veal, Evan. "The Black Box"; CoCo1/CoCo2/CoCo3; August 1989, p.26. Computer hides five balls in a box and you must find them. BLACKBOX.
Weaver, Dan. "Automile"; CoCo1/CoCo2/CoCo3; November 1989, p.40. Figures miles per gallon. AUTOMILE.
Webb, Mark. "The Guessing Game"; CoCo3; May 1990, p.50. A one-player game of choosing colors. MINDSTIM.
Weide, Dennis. "A CoCo Digital Logic Analyzer, Part 1"; CoCo1/CoCo2/CoCo3; March 1990, p.26. Hardware project for circuit construction and debugging. TESTIF.
Weide, Dennis. "Completing the Analyzer Project"; CoCo1/CoCo2/CoCo3; April 1990, p.72. Tool for testing low-speed logic circuits. ANALYZER.
Wells, John T. "Cutting Corners"; CoCo3; April 1990, p.50. A familiar game. CHASE.
Wolf, Eric. "Where's the Matching Box?"; CoCo3; February 1990, p.88. A two-player game of concentration. CCTRATE.
Wolf, Eric. "Worm Invaders from Space"; CoCo3; March 1990, p.18. An arcade-action game. WORMINVD.
Wong, Thomas. "Bowling"; CoCo3; July 1989, p.103. A CoCo 3 bowling game.. BOWLING.
Wong, Thomas. "Gopher Smash"; CoCo3; January 1990, p.37. Kill gophers as they pop out of boxes. SMASH.
Wulfsberg, Bruce. "From Fractures to Fractions"; CoCo1/CoCo2/CoCo3; February 1990, p.12. Program that reduces fractions to their lowest form. FRACTION.
Yates, Jerry. "USTime & StripBin"; CoCo1/CoCo2/CoCo3; August 1989, p.22. Utility, sets up time as "January 3, 1989 9:23:45 am/pm". USTIME.
Zumwalt, Greg. "Breaking the 32K Barrier"; June 1990, p.58. A look at the 64K plus ROM Paks.

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10th YEAR of The RAINBOW

An index to the articles, reviews and authors appearing in issues of THE RAINBOW from July 1990 to June 1991.

This is the eighth index to THE RAINBOW. Previous indices appear each July, starting with the July 1984 issue. To complete your RAINBOW library, you'll find more information on how to get back issues with your favorite programs and articles on Page 63 of this issue.

BUSINESS

Tinklepaugh, Dale. "Bond Calculator"; CoCo1/CoCo2/CoCo3; February 1991, p.56. Computerized guidance for calculated risks. BONDCALC.

COMMUNICATIONS

Boudreaux, Andrew T. "CoCo TV"; CoCo1/CoCo2/CoCo3; December 1990, p.62. Start your own cable-TV series with help from a friend. HEADER.
Issel, Jim K. "Terminal Entries"; November 1990, p.62. Get a handle on some current communications programs.
Kessler, Gary C. "Brief Introduction to Modems, A"; November 1990, p.12. Introduction to data communications using modems.
Kuns, Eddie. "Database Report"; July 1990, p.62. "Binary Potpourri".
Kuns, Eddie. "Database Report"; August 1990, p.14. "Uploads Galore!".
Kuns, Eddie. "Delphi Bureau"; September 1990, p.70. "Online Interactions".
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Kuns, Eddie. "Delphi Bureau"; November 1990, p.58. "New Delphi Rates".
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Kuns, Eddie. "Delphi Bureau"; March 1991, p.61. "The Mad Slasher".
Kuns, Eddie. "Delphi Bureau"; April 1991, p.54. "Conference".
Kuns, Eddie. "Delphi Bureau"; May 1991, p.22. "Conference Control".
Kuns, Eddie. "Delphi Bureau"; June 1991, p.22. "Online Efficiency".
Olive, Tony. "Going Online: Primed and Ready"; November 1990, p.46. A quick look at a first-timer's online discoveries.
Smith, Jay. "Cracking the Nautical Code"; CoCo3; August 1990, p.10. A BASIC program that teaches you international code flags. CODEFLAG.

EDITORIAL COMMENT

Augsburg, Cray. "Wrapping the Rainbow"; July 1990, p.92. "Debugging THE RAINBOW".
Augsburg, Cray. "Wrapping the Rainbow"; August 1990, p.95. "The Tenth Round".
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Augsburg, Cray. "Wrapping the Rainbow"; April 1991, p.75. "Unwrapping the RAINBOW".
Falk, Lonnie. "Print#-2"; July 1990, p.8. "Happy Anniversary".
Falk, Lonnie. "Print#-2"; August 1990, p.8. "A Bright Horizon".
Falk, Lonnie. "Print#-2"; September 1990, p.8. "It All Started With Education".
Falk, Lonnie. "Print#-2"; October 1990, p.8. "Graphically Speaking".
Falk, Lonnie. "Print#-2"; November 1990, p.8. "World Net".
Falk, Lonnie. "Print#-2"; December 1990, p.8. "Unto What Far Harbor?".
Falk, Lonnie. "Print#-2"; January 1991, p.8. "Keeping the Spirit".
Falk, Lonnie. "Print#-2"; February 1991, p.8. "Documented Evidence".
Falk, Lonnie. "Print#-2"; March 1991, p.8. "Come One, Come All".
Falk, Lonnie. "Print#-2"; April 1991, p.8. "CoCo Hits a High Note".
Falk, Lonnie. "Print#-2"; May 1991, p.8. "My First Printer".
Falk, Lonnie. "Print#-2"; June 1991, p.8. "Binary Blueprints".

EDUCATION

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; July 1990, p.86. "Search the World Over". MAP.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; September 1990, p.46. "The Melting Pot". AMERICAN.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; November 1990, p.54. "Check Your Calendar". CALENDAR.
Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; January 1991, p.34. "A Trip to the Post Office". MAIL.
Carrock, Solla. "Fishing for the Right Words"; CoCo1/CoCo2/CoCo3; January 1991, p.64. Try your creative hand at writing poetry. FISHBOWL.
Meijering, Rudy. "Solid Foundation in Chemistry"; CoCo3; February 1991, p.66. CoCo becomes a chemistry tutor. CHETUTOR.
Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; August 1990, p.30. "EZ-Thello Plays Back". EZTHELO2.
Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; September 1990, p.36. "Money 'n Math". MATHGEN3.
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Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; November 1990, p.66. "CoCo Tours the States". STATES.
Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; December 1990, p.28. "The Tour Continues". MATCH50.
Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; January 1991, p.40. "Visualizing Fractions 2". VISFRAC2.
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Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; March 1991, p.20. "Visualizing Fractions 4". VISFRAC4.
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Becker, Rob. "Who Dunnit?"; CoCo1/CoCo2/CoCo3; August 1990, p.67. Find the clues with this detective game. DETECTO.
Bloedow, Grant. "Stevedores"; CoCo3; November 1990, p.10. A ship-shape version of a popular Russian game. STEVEDOR.
Bush, James. "Easy Come, Easy Go"; CoCo1/CoCo2/CoCo3; April 1991, p.20. Betting with a Solitaire card game. EASYGO.
Carroll, James R. "Blackjack"; CoCo1/CoCo2/CoCo3; March 1991, p.10. Play a winning round. BLAKJACK.
Cooper, Rick. "All the Knight Moves"; CoCo3; October 1990, p.92. An original idea for chess players. CHESSIQ.
Delbourgo, Bob. "In the Name of Equality"; CoCo1/CoCo2/CoCo3; January 1991, p.61. A number-scramble game. EQUALITY.
Harris, Dale. "Banzai!"; CoCo3; September 1990, p.18. Earn a black belt in joystick karate. KARATE.
Harris, Warren & Harris, Neil. "KnightShift"; CoCo1/CoCo2/CoCo3; May 1991, p.16. A game of medieval conquest. KNIGHT.
Hegberg, Joel Mathew. "Better Letters"; CoCo3; December 1990, p.46. Build more interconnected words to win. ADD-ON.
Hoin, Dennis. "Make or Break"; CoCo1/CoCo2/CoCo3; June 1991, p.65. Get ahead in this real-life game. SCREEN51.
Queilhorst, George. "Pyramid"; CoCo3; May 1991, p.78. An addictive, easy-to-play solitaire game. PYRAMID.
Ridings, David. "Tic-Tac"; CoCo3; April 1991, p.50. A game classic. TIC-TAC.
Scerbo, Fred B. "Wishing Well"; CoCo1/CoCo2/CoCo3; July 1990, p.54. "Old Game, New Twist". EZTHELLO.
Stakelin, II Carl J. "Knight's Errant"; CoCo3; July 1990, p.90. Doin' the white/black shuffle. KNIGHT.
Steidl, Jeff. "Just Between Terminals"; CoCo1/CoCo2/CoCo3; July 1990, p.28. Play the role of a data communications chip. DATATRAN.
Webb, Mark. "Darts"; CoCo3; February 1991, p.83. Throw darts on (not at) your CoCo's screen. DARTS.

GENERAL

Augsburg, Cray. "Printer Primer, The"; May 1991, p.28. A guide to printer terms and features.
Goff, Kelly. "Ninth Year of Rainbow, The"; July 1990, p.64. An index of articles, programs, reviews, and authors.
Myers, Nancy. "Stuff"; August 1990, p.92. A computer widow's tale.
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George, Tom. "Picture This!"; CoCo3; October 1990, p.10. Spectra 3: full-featured graphics editor. MAKESPEC.
Hunt, Matthew. "Plot a Lot"; CoCo3; September 1990, p.10. Make abstract math formulas concrete. GRAPH.
Ludwig, John. "Doublewide"; CoCo1/CoCo2/CoCo3; August

1990, p.44. Print double graphics screens side-by-side. DBLWIDE.
Stroffolino, Phil. "Jumpman"; CoCo1/CoCo2/CoCo3; February 1991, p.28. A quick look at the basics of graphics animation. JUMPMAN.
Wolf, Eric A. "Pie Plotter"; CoCo3; January 1991, p.83. Create your own pie charts. PIECHART.

HARDWARE

Boone, Ken. "CoCo Data Logger"; CoCo3; March 1991, p.16. Monitor real-world events. COCODL.
Distefano, Tony. "Turn of the Screw"; August 1990, p.48. "Build Your Own EPROM Programmer".
Distefano, Tony. "Turn of the Screw"; September 1990, p.66. "EPROM Programmer, Part II".
Distefano, Tony. "Turn of the Screw"; CoCo1/CoCo2/CoCo3; October 1990, p.64. "EPROM Programmer, Part III". MAKEPROM.
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Goodman, Marty. "A Monitor for the CoCo 3"; March 1991, p.14. An update on monitors for the CoCo 3.
Houk, Cecil C. "MIDI Mods"; April 1991, p.62. Fighting back against barely sufficient synthesizer designs.
Lorbieski, Richard. "Turbo Light"; May 1991, p.53. A bright idea for monitoring clock speed on the CoCo 3.
Merryman, Robert C. "Disk Controller ROM Selector"; March 1991, p.34. Switch between two disk ROMs.
Phillips, Charles F. "Soldering Fundamentals"; March 1991, p.44. Soldering tips for the hardware tinkerer.

HOME APPLICATION

Wyss-Gallifent, S. "Doc Reader"; CoCo3; May 1991, p.49. View and print text files quickly and easily. READDOC.

HOME APPLICATIONS

Dufur, Glen. "Home Budget Analyst 4.0"; CoCo1/CoCo2/CoCo3; February 1991, p.10. Record and maintain your personal budget. BUDGET.
Hart, Timothy W. "Handy Labeler"; CoCo3; July 1990, p.10. LABEL.
Haverstock, Mark & Wills, Bill. "CoCo Home Video Companion"; December 1990, p.10. Let the CoCo 3 create titles, credits, graphics for videos.
Perlman, Richard. "Do-It-Yourself Database, Part V"; CoCo1/CoCo2/CoCo3; July 1990, p.36. A database to track household financial information. RETRV.
Walters, Francis M. "Spread a Sheet for Heat Loss"; CoCo1/CoCo2/CoCo3; September 1990, p.60. Using spreadsheets for heat-loss calculations.

MUSIC

Pillot, Giancarlo. "Music Catalog"; CoCo1/CoCo2/CoCo3; November 1990, p.56. An instrumental program for tracking your tunes. MUSIC.
Quellhorst, George. "Resounding CoCo"; CoCo3; April 1991, p.10. A graphical rewite of Music+. MUSIC3+.

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Barberian, Richard. "Weights on Other Planets"; CoCo1/CoCo2/CoCo3; February 1991, p.91. Weight computation for all heavenly bodies. WEIGHTS.
Barberian, Richard. "Your Age in Days"; CoCo1/CoCo2/CoCo3; November 1990, p.26. Calculate your current day age. AGEDAYS.
Bartels, Andrew. "Border Color Change"; CoCo3; January 1991, p.24. A utility to enhance CoCo 3 screen displays. BORDER.
Bernico, Bill. "Hi-Res Input Editor"; CoCo3; October 1990, p.37. Allow user input on the Hi-Res screen. INPUT3.
Bernico, Bill. "Winning Combo, A"; CoCo3; October 1990, p.37. Create your own dice. DICE.
Braxmaier, Jay. "Color Ball"; CoCo1/CoCo2/CoCo3; September 1990, p.59. Play pinball with a paddle instead of a flipper. COLRBALL.
Cho, Jamie L. "Module Buster"; CoCo1/CoCo2/CoCo3; January 1991, p.94. An OS-9 utility that breaks down files of merged modules. BUST.B09.
Coolman, William W. "Bank Account"; CoCo1/CoCo2/CoCo3; February 1991, p.38. A simple program to help balance your checkbook. BANK.
Davis, Shawn M. "Directory Alphabetizer"; CoCo1/CoCo2/CoCo3; January 1991, p.55. Arrange disk filenames in alphabetical order. DIRALPHA.
Ebacher, Jerome. "Addition"; CoCo1/CoCo2/CoCo3; September 1990, p.93. Timing drills to improve math skills. ADDITION.
Elliott, Phil. "Coloring"; CoCo3; January 1991, p.44. Use your own colors to fill designs on the graphics screen. ING.
Enger, David C. "Quick Directory Sorter"; CoCo1/CoCo2/CoCo3; February 1991, p.54. A machine-language, directory-sorting utility. DIRSORT.
Estrado, Richard. "Freedom"; CoCo1/CoCo2/CoCo3; April 1991, p.53. A graphics program of randomly-moving snake lines. FREEDOM.
Fingliss. Douglas. "Craps"; CoCo1/CoCo2/CoCo3; March 1991, p.57. A game of rolling the dice. CRAPS.
Friesen, Geoff. "Automatic Error Entry"; CoCo3; February 1991, p.92. Enter the EDIT mode automatically on error detection. AUTOERR.
Friesen, Geoff. "Descriptive Error Messages"; CoCo3; October 1990, p.51. User-friendly error messages. ERRMSG.
Friesen, Geoff. "Last Line Recall"; CoCo3; October 1990, p.87. Redisplay the last command line you entered under BASIC. LASTLINE.
Friesen, Geoff. "Line Copy"; CoCo1/CoCo2/CoCo3; August 1990, p.70. Copy single BASIC program lines from place to place. LCOPY.
Friesen, Perry. "Music Test"; CoCo3; April 1991, p.31. Learn the lines and spaces on the bass and treble clefs. MUSICTST.
Hennon, Tim. "Music Grid"; CoCo3; April 1991, p.60. Create random musical tones and flashing lights. MUSCGRID.
Hooper, Marvin. "Compound Interest"; CoCo1/CoCo2/CoCo3; May 1991, p.55. A simple program to compound interest for specific periods. COMP - INT.
Johnson, Neil. "Slot Machine"; CoCo1/CoCo2/CoCo3; June 1991, p.20. A CoCo game that brings Las Vegas to you. SLOT.
Kenny, Keiran. "Angles on the CoCo"; CoCo3; December 1990, p.73. An educational introduction to trigonometry. COCOTRIG.
Kenny, Keiran. "CoCo 3 Joystick"; CoCo3; August 1990, p.59. A simple joystick doodling program. JOYSTK3.
Kenny, Keiran. "Graphics Experiments"; CoCo3; March 1991, p.78. Some hints on graphics programming. HSCR4EXP.
Kenny, Keiran. "Hi-Res Art Pie"; CoCo3; June 1991, p.18. Learn how to determine and set screen coordinates. HIRESPIE.
Kenny, Keiran. "Hot Gold"; CoCo1/CoCo2/CoCo3; December 1990, p.57. Find the hidden treasure. HOTGOLD.
Kenny, Keiran. "Neat Labels"; CoCo1/CoCo2/CoCo3; February 1991, p.24. Print address labels from data statements. LABELS.
Kenny, Keiran. "Peeking at 135"; CoCo1/CoCo2/CoCo3; November 1990, p.75. Use Address 135 for monitoring user input. PEEK135.
Knapik, Steve. "Loans"; CoCo1/CoCo2/CoCo3; February 1991, p.29. Quickly find monthly payments and interest on loans. LOANS.
Larson, Richard. "Timer"; CoCo1/CoCo2/CoCo3; February 1991, p.60. CoCo makes a countdown timer. TIMER.
Liming, Douglas. "Pop-up Menus"; CoCo1/CoCo2/CoCo3; November 1990, p.52. Expedite the menu-creating process. POPUP.
Ling, Sharon. "Huck Bucks"; CoCo1/CoCo2/CoCo3; December 1990, p.50. Make play money with the CoCo and a printer. HUCKBUCK.
McCarthy, James. "Credits"; CoCo1/CoCo2/CoCo3; March 1991, p.9. Let CoCo roll the credits for your production. CREDITS.
Milam, Loy. "Ohm's Law"; CoCo1/CoCo2/CoCo3; March 1991, p.42. Ohm's-law calculator. OHMS-LAW.
Moore, Mike. "Directory Lister"; CoCo1/CoCo2/CoCo3; January 1991, p.86. Send the directory listing to the printer. DIRLIST.
Mosley, John. "Spiral"; CoCo3; August 1990, p.42. A look at spiralized triangles. SPIRAL.
Musumeci, John. "Note Writer"; CoCo3; February 1991, p.92. A quick note and memo editor. NOTERITE.
Musumeci, John. "Note Writer 2 x 40"; CoCo3; June 1991, p.16. Print 80-column notes and letters without the hassle. NOTE2X40.
Reighard, Kenneth. "Air Raid"; CoCo1/CoCo2/CoCo3; September 1990, p.31. A high-flying action game. RAID.
Rogers, Robert. "Laser Cycles"; CoCo1/CoCo2/CoCo3; November 1990, p.60. An action-video game with color graphics and sound. LASER.
Ross, James. "OS-9 File Viewer"; CoCo3; May 1991, p.9. Use keys to scroll forward and backward through ASCII files. SCROLF.B09.
Tandberg, Dan. "Wormy"; CoCo1/CoCo2/CoCo3; December 1990, p.20. Steer the growing worm without hitting anything. WORMY.
Taulli, T.C. "Space Kamikaze"; CoCo1/CoCo2/CoCo3; May 1991, p.80. A shoot-'em-up arcade game of kamikaze destruction. SPACE.
Teague, Bob. "Body Mass"; CoCo1/CoCo2/CoCo3; February 1991, p.90. Determine your optimum weight. BODYMASS.
Thompson, Ernie. "Adding Machine"; CoCo1/CoCo2/CoCo3; November 1990, p.36. A printing, adding-machine program. ADD.
Turowski, Donald. "Car Quest"; CoCo1/CoCo2/CoCo3; June 1991, p.18. The license-plate game for those trips in the car. CARQUEST.

OS-9

Boynton, David P. "Ring the Alarm"; CoCo3; December 1990, p.41. A look at sounding the alarm under OS-9. ALARM.B09.
Cheek, Joseph. "Menu System"; CoCo3; April 1991, p.38. Build your own menu system. MS.B09.
Goldberg, Stephen B. "Append"; CoCo1/CoCo2/CoCo3; January 1991, p.68. A multi-purpose text-file utility. APPEND.ASM.
Goldberg, Stephen B. "For Your Eyes Only"; CoCo1/CoCo2/CoCo3; July 1990, p.32. Logon protection for the single-user OS-9 system. LOG.ASM.
Goldberg, Stephen B. "Sort"; CoCo1/CoCo2/CoCo3; March 1991, p.28. A utility to sort lines in text files. SORT.ASM.
Goldberg, Stephen B. "Tree Grows in OS-9, A"; CoCo1/CoCo2/CoCo3; February 1991, p.62. Print a directory tree for your disks. TREE.ASM.
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Stroffolino, Phil. "Jumpman"; CoCo1/CoCo2/CoCo3; February 1991, p.28. A quick look at the basics of graphics animation. JUMPMAN.

Tandberg, Dan. "Wormy"; CoCo1/CoCo2/CoCo3; December 1990, p.20. Steer the growing worm without hitting anything. WORMY.

Taulli, T.C. "Space Kamikaze"; CoCo1/CoCo2/CoCo3; May 1991, p.80. A shoot-'em-up arcade game of kamikaze destruction. SPACE.

Teague, Bob. "Body Mass"; CoCo1/CoCo2/CoCo3; February 1991, p.90. Determine your optimum weight. BODYMASS.

Thompson, Ernie. "Adding Machine"; CoCo1/CoCo2/CoCo3; November 1990, p.36. A printing, adding-machine. ADD.

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Turowski, Donald. "Car Quest"; CoCo1/CoCo2/CoCo3; June 1991, p.18. The license-plate game for those trips in the car. CARQUEST.

Walters, Francis M. "Spread a Sheet for Heat Loss"; CoCo1/CoCo2/CoCo3; September 1990, p.60. Using spreadsheets for heat-loss calculations.

Webb, Mark. "Darts"; CoCo3; February 1991, p.83. Throw darts on (not at) your CoCo's screen. DARTS.

Wolf, Eric A. "Pie Plotter"; CoCo3; January 1991, p.83. Create your own pie charts. PIECHART.

Wyss-Gallifent, S. "Doc Reader"; CoCo3; May 1991, p.49. View and print text files quickly and easily. READDOC.

Zore, Ernest F. "Programming Quick Tips"; July 1990, p.61.

The 11th Year of THE RAINBOW

Compiled by Julie Hutchinson

Eleven years? That's right, and this is our ninth yearly index of articles and reviews. The items listed here appear in issues of THE RAINBOW from July 1991 to June 1992. (Previous indices appear in past July issues, starting with July 1984.) To complete your RAINBOW library, you'll find more information about how to get back issues with your favorite programs and articles on Page 18 of this issue.

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Krueger, Roger F. "CoCo Writes Purchase Orders"; CoCo3; June 1992, p.1. Use the CoCo 3 for mail-order and other needs. COCOPO.

COMMUNICATIONS

Ford, Steven. "CoCo Conversation"; July 1991, p.22. Getting your ham radio license.
Hrach, Warren C. "RiBBS List"; November 1991, p.14. A stick-to-your-RiBBS idea for CoCo communications.
Kessler, Gary. "Serial Asynchronous Communications"; June 1992, p.27. A look at the nitty gritty behind modems.
Kuns, Eddie. "Delphi Bureau"; July 1991, p.45. A mixed bag of tricks.
Kuns, Eddie. "Delphi Bureau"; August 1991, p.45. Literally speaking.
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Kuns, Eddie. "Delphi Bureau"; May 1992, p.25.
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Elliott, Jr. Phil. "Name That Country"; CoCo3; September 1991, p.058. A graphics-based quiz on nations. COUNTRY.

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Aftamonow, George & Aftamonow, Ellen. "Swap Around for Logic Buffs"; CoCo3; May 1992, p.17. Test your logical thinking skills. SWAP.
Dueck, Jon. "Pirate's Treasure"; CoCo1/CoCo2/CoCo3; December 1991, p.46. A text adventure for use with the CoCo 1, 2 and 3. DEMON.
Gattis, Kevin. "The Wizard Puts a Hex on Checkers"; CoCo1/CoCo2/CoCo3; March 1992, p.1. A twist on checkers as we know it. WIZARD.
Golias, Ruth. "Activities for a Rainy Day"; CoCo3; April 1992, p.4. Eensey Weensey Spider in graphic and musical form. EW-SPIDER.
Hegberg, Joel M. "Racing Season Opens!"; CoCo3; May 1992, p.28. Auto race through all four seasons. SRACER.
Kimball, Bob. "Patriot Command"; CoCo1/CoCo2/CoCo3, April 1992, p.20. Desert warfare for the CoCo. PATRIOT.
McDowell, Jim. "Two Players for the Price of One"; CoCo1/CoCo2/CoCo3; June 1992, p.11. A two-player arcade game for all CoCos. STARGRAB.
Quellhorst, George. "Pyramid 2"; CoCo1/CoCo2/CoCo3; October 1991, p.25. An odds-on favorite with Solitaire. PYRAMID2.
Renfro, Brad. "Word Search"; CoCo3; March 1992, p.6. A word finder for word-search players. WORDFIND.
Saya, John A. "Quick Reflexes Are a Must"; CoCo3; April 1992, p.25. A game of luck (and skill). TESTLUCK.
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Palmer, Bill. "HP DeskJet and the CoCo, The"; May 1992, p.1. Using the DeskJet with the CoCo for better results.
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Curtis, H. Allen. "Ultralace: The Epson Version"; CoCo3; August 1991, p.56. Part IV brings the Epson/IBM-compatible version. ULE.
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Curtis, H. Allen. "Ultralace: Update and Upgrade"; CoCo3; May 1992, p.20. ALTUL.
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Friesen, Geoff. "Font Magician"; CoCo3; August 1991, p.06. Add the IBM extended character set to the CoCo 3's graphics. MKFONT.
Kenny, Keiran. "CoCo 3 Sees Stars"; CoCo3; April 1992, p.8. CoCo 3 draws stars with various numbers of points. VARISTAR.
Mitchel, Barry. "Turn the World On End"; CoCo3; June 1992, p.12. A graphics and sound demo for the CoCo 3. INORBIT.
Severs, Roger. "Gone Fishin'"; CoCo3; April 1992, p.27. A quickie animation demo for the CoCo 3. FISHIN.

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Charrois, Dan. "Interrupt-Driven Serial Communications"; CoCo3; February 1992, p.36. Reliable host operation through the CoCo 3 serial port. DANTERM.
Distefano, Tony. "Turn of the Screw"; July 1991, p.48. A slice of time.
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Goodman, Marty. "Modification Allows Y Cables"; March 1992, p.7. A fix for disk controllers for use on Y cables.
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Griffard, Bob. "House Inventory"; CoCo1/CoCo2/CoCo3; July 1991, p.14. Making a list and checking it twice. HOUSEINV.
Kiedaisch, Charles. "Bar Graph Printer"; CoCo1/CoCo2/CoCo3; June 1992, p.24. A way to print quick and easy bar graphs. BARGRAPH.
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Speight, Kevin. "Matchmaker, Matchmaker"; CoCo1/CoCo2/CoCo3; June 1992, p.16. Pairing "couples" for most any purpose. MATCHMAK.
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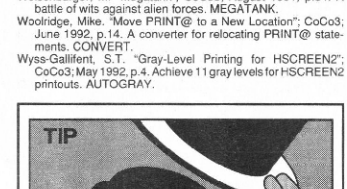
Severs, Roger. "Gone Fishin'"; CoCo3; April 1992, p.27. A quickie animation demo for the CoCo 3. FISHIN.
Speight, Kevin. "Logic Puzzler"; CoCo1/CoCo2/CoCo3; February 1992, p.024. An endless supply of logic puzzles. LOGIC.
Speight, Kevin. "Matchmaker, Matchmaker"; CoCo1/CoCo2/CoCo3; June 1992, p.16. Pairing "couples" for most any purpose. MATCHMAK.
Spencer, Brad. "CoCo 3 Stores Recipes, The"; CoCo3; March 1992, p.14. A repeat recipe filer for the CoCo 3. RECIPE2.
Steidl, Jeff. "Pause Switch Adds Freedom to CoCo Habits"; June 1992, p.10. A pause switch that works with all programs and CoCos.
Voss, Mikel. "Sine Lines 3"; CoCo3; February 1992, p.32. SINLINE3.
Weisenburger, M. "Megatank"; CoCo3; August 1991, p.34. A battle of wits against alien forces. MEGATANK.
Woolridge, Mike. "Move PRINT@ to a New Location"; CoCo3; June 1992, p.14. A converter for relocating PRINT@ statements. CONVERT.
Wyse-Gallifent, S.T. "Gray-Level Printing for HSCREEN2"; CoCo3; May 1992, p.4. Achieve 11 gray levels for HSCREEN2 printouts. AUTOGRAY.



To temporarily pause the execution of a BASIC program, programmers often use something like

```
10 A$=INKEY$:IF A$="" THEN 10
```

Another way to accomplish the same thing (perhaps you've already seen it in RAINBOW listings) is to use

```
EXEC 44539
```

This command tells the computer to wait for the user to press a key. If you need to determine which key the user presses, you can follow the EXEC command with

```
A$=CHR$(PEEK(135))
```

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The First Issue of Our 12th Year

Feature Program

Make Forms the Easy Way

Have you ever needed to create a custom form for personal or business use? If so, you probably pulled out paper, a pencil and a ruler, then got busy drawing all sorts of lines and boxes. Then when you got ready to add the text, you likely discovered it would have been much easier had you started with the text and added the graphics to that — especially if you planned to use the CoCo to add the text. *Forms* takes most of the tedium out of creating good-looking forms.

Forms, a program designed for the CoCo 3, is a sort of word processor for forms that allows you to easily mix text with graphics; it gives you full-screen control over placement of text and graphic elements. The program does not require an RGB monitor, but it is important that the monitor you use be capable of showing all the columns on a 40-column screen. To get started, enter the program as shown in the listing and save it to tape or disk. If you have an RGB monitor, enter RGB before running the program.

When you run *Forms*, you'll first be asked if you want to read the onscreen instructions. If so, press Y. Otherwise press any other key, and you'll be prompted to adjust the paper in your printer. Knowing just where to position the paper will take a little trial and error the first few times — practice with a few "dummy" forms before setting out to build your masterpiece.

Use the arrow keys to move the cursor around the design screen. Rather than displaying a block cursor, *Forms* uses dashes at the top and left side of the screen to show you where the cursor is positioned — it is at the intersection of these short lines. Hold the SHIFT key and press any arrow key to move to the corresponding edge of the screen.

Forms gives you a working area 52 columns wide by 101 lines deep for creating your form. (The vertical area is broken into four parts — in other words, the program gives you four full screens on which to work.) Each character position on the screen is unique — when the cursor is where you want it, press the key for the appropriate graphic element (see Figure 1). The elements supported allow you to create a wide variety of lines and boxes for your form. As you add characters, the cursor position is not automatically changed; you'll need to move the cursor for each character you add. The actual cursor position, however, is always available at the bottom of the screen.

To add text at the current cursor position, press the CTRL key and enter the text you want. You can backspace over mistakes by using the left arrow — in the text mode, the left arrow does not update the graphics-screen cursor position. The text is represented on the screen by triangles (the CoCo 3 does not support a 52-column video mode). However, what you type appears at the bottom of the screen as you enter it. As you type, the cursor dashes are updated, making it easier to correctly position the text. When your text is complete, press CTRL again, or press ENTER. You are automatically returned to the graphics mode.

For printing purposes, *Forms* sets the printer linefeed to half its normal distance. For this reason, always skip a line between successive lines of text. However, graphics lines may be added between these lines with no problem.

To erase the graphic element or character at the current position, just press E. To minimize screen clutter, it is important that you never place a new character over an existing one — always erase the old character or element first.

As I mentioned earlier, *Forms* supports four screens for a total of 101 lines. When you have completed the top fourth of your form (Screen 1), press S to move to the next

See **Forms** on Page 8

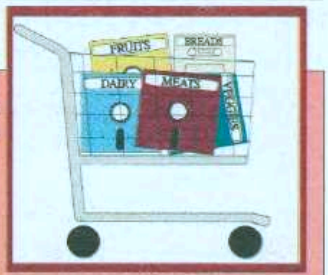
Animation Tutorial

Key Frame Transformations

One of the earliest techniques used for computer animation is *key-frame interpolation*, a process for creating the intermediate visual frames between the critical positions (*key frames*) in an animated sequence. Key-frame interpolation was intended to replace the "in-betweening" ('tweening) used by countless animators for hand animation. As you might guess, 'tweening is a means of smoothing the movement of an animated figure from one key position to the next.

For many reasons, two-dimensional computer 'tweening was not very successful. The result is that such simplistic techniques gave computers a bad name in the character-animation industry. (Three-dimensional key-frame interpolation helped to restore the computer's reputation. A quick look at some of today's television commercials shows computer animation can be quite impressive.) Still, two-dimensional key-frame interpolation is a fascinating computer animation technique in its own right. While not particularly useful for traditional character animation, it works well for less well-defined objects and abstract shapes. It is particularly effective for transforming one graphics object into another (say, Africa into a Coke bottle).

See **Key Frames** on Page 12



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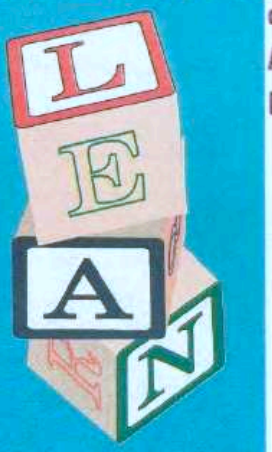
EDUCATION on All Levels



General Information

The Hitachi 6309: A POWERFUL ALTERNATIVE

Most CoCo 3 owners wish there were some way they could alter their machines to make them run faster; while owners of PC compatibles have for years been buying faster and faster computers, the speed at which the CoCo executes programs has remained the same since the CoCo 3 was introduced.

Some OS-9 users and hardware hackers have been so desperate to squeeze additional performance out of the Color Computer that they've tried various bizarre and chancy hardware modifications — a few have gone so far as to install a faster clock crystal. (They *did* achieve roughly a 10-percent increase in speed, but at the expense of rendering most monitors useless with the CoCo because the timing of the video signal was also affected.) Such a modification is more a curious intellectual exercise than any kind of practical route to speeding up the CoCo 3.

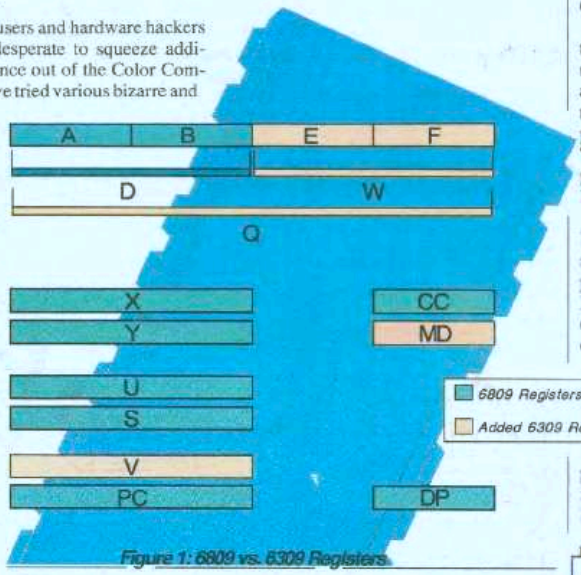


Figure 1: 6809 vs. 6309 Registers

Now, however, a sound and reliable means exists for speeding up program execution on the CoCo 3, at least under OS-9 Level II, by 10 to 30 percent (possibly up to 50 percent in the near future). This means is the Hitachi 6309 microprocessor, which is available through electronics parts houses and as part of a complete kit, called PowerBoost, sold by Burke & Burke (see the review, at right). The potential importance of the 6309 microprocessor to Color Computer users has come to light, thanks to the recent unofficial release of information about the chip.

The 6809 and the 6309: A History of the Technology

As most CoCo users know, the microprocessor used in the Color Computer 3 is the Motorola 68B09E. The 6809 family of microprocessors was engineered using

See 6309 on Page 15

Product Review

POWERBOOST: SPEEDING UP THE COCO 3

Chris Burke learned of the hidden registers, instructions and modes of the Hitachi 6309 roughly a month before the Chicago 1992 CoCofest, and it immediately occurred to him that he could use these enhancements to make OS-9 software (system and applications) execute more quickly. In one month, Chris devised over 50 separate patches to modules in the OS-9 system. These patches have become an important part of a new product Burke & Burke calls PowerBoost.

The PowerBoost package includes a Hitachi 63B09E, a 40-pin socket and a specially formatted disk including the patches to OS-9, as well as some patches to Disk BASIC. The idea is that you replace the 68B09E in your CoCo 3 with the socket and 6309, then patch the software to take advantage of the new features, increasing the speed at which the CoCo 3 performs.

The patches Chris had devised prior to the Chicago show produced a noticeable and impressive speed increase in a CoCo 3 running OS-9 Level II. How impressive is impressive? A given `mdir e` took 8.75 seconds without the patches installed and 5.5 seconds with the patches — a 40-percent speed increase. In another test in which the CoCo 3 was asked to read a full megabyte of data from a hard drive it took 55.5 seconds without the patches and 39.5 seconds with the patches — again a throughput increase of about 40 percent. In a more dramatic (but less truly meaningful) demonstration, performing a `cobbler` to a RAM disk took 20 seconds without the patches and only 1.8 seconds with patches. What this would translate to for "cobblering" a floppy disk is dependent upon the efficiency of the data transfer from the system to the drive. It is important to note, too, that these figures represent performance increases while in the emulation mode of the 6309, not the native mode in which fewer instruction cycles are required.

The OS-9 patcher program Chris supplies is an exceptionally professional item. As it installs itself, it goes one by one through the modules, shows the user which modules it recognizes as patchable, and

See PowerBoost on Page 16

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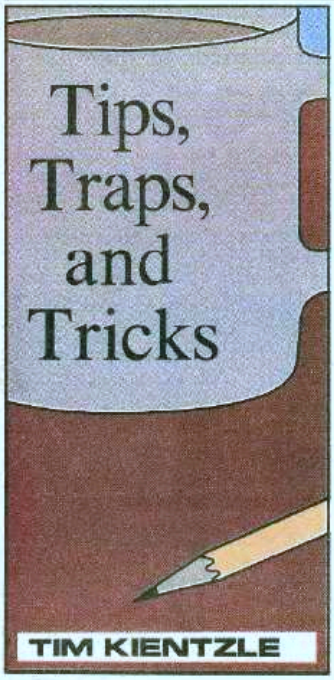
Working with Tools FOR OS-9



Playing the Odds

This is the first installment of a column directed toward intermediate programmers. As you gain experience and begin to tackle larger programming projects, there are a number of problems and issues you'll have to solve. My goal then is to discuss these issues, which often arise when writing larger, more complex programs. I also hope to point out some common strategies for dealing with problems.

Although much of the discussion in this column will tend to be aimed at programmers working with C or assembly language, the same issues arise in BASIC and many other languages. Hopefully the techniques presented here will be useful to you as well. In addition, beginning and advanced users should find food for thought here.

To start, let's take a look at a topic that many people programming in BASIC and C take for granted (and that many assembly-language programmers consider quite mysterious): random numbers. As it turns out, generating random numbers need not be mysterious at all. But it should be taken seriously.

What are Random Numbers?

The longer you think about the subject of random numbers, the more complex it becomes. Let's clarify what *we* mean by random numbers. It should be apparent that no computer program can generate truly *random* numbers, since anyone who knows the method being used can (at least in theory) predict the exact sequence of "random" numbers. For this reason, we should really be referring to such numbers as *pseudo-random numbers*.

It should also be apparent that the random properties we want are actually properties of the sequence of numbers, not of any one number itself. So when we attempt to generate "good" pseudo-random numbers, we should think of a list of consecutive numbers produced by our method, and consider properties this list of numbers should have. Some of these include:

- Uniform Distribution — this is really just a fancy way of saying that no 2number should appear much more often than any other (i.e., the list shouldn't be "loaded").
- Long Cycle — it isn't hard to prove that any reasonable method will eventually repeat itself. Ideally, this should only happen after a very long time.
- Uncorrelated — this means that there should be no apparent connection between one number and the next. As an example, if our pseudo-random number generator just returns 1, 2, 3, 4, etc., then it does satisfy our first two conditions but still can't be considered very random.

The last of these three requirements is by far the most technical, requiring a strong knowledge of statistics to analyze. Most supposed random-number generators fail the second requirement. Odds are that if you write a pseudo-random number generator without a good theoretical understanding, the sequence you get will eventually settle into a very short cycle. Clearly, the numbers 2, 27, 342, 2, 27, 342, 2, 27, 342, etc., cannot be considered random.

The point of all this is that you shouldn't try developing your own method of generating random numbers unless you really know what you're doing. In *The Art of Computer Programming*, Donald Knuth summarizes this by emphasizing that "random numbers should not be generated with a method chosen at random." A specific example of this trap is when people try to make numbers *more* random by randomly listing a bunch of numbers. Such efforts are almost always counterproductive, resulting in a less random sequence that takes longer to generate.

So How Do You Do It?

Despite the theoretical complexity, there are several highly effective means of generating random numbers. These techniques have been extensively analyzed, are known to produce good results and are quite easy to program. The simplest is the *linear congruential* generator, which we'll look at here. This routine typically requires only one multiplication and one addition for each new number. To implement this using 16-bit arithmetic, we start with a seed number, then generate the next random number in the sequence using

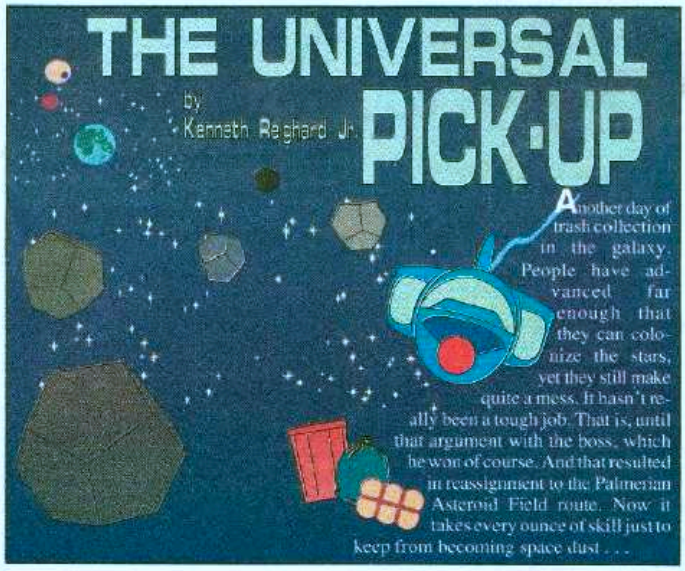
```
seed = (13849 * seed + 25173) mod 65536
```

Notice that the mod 65536 part simply becomes "ignore the overflow" if we're using 16-bit arithmetic. The two values 13849 and 25173 are not chosen at random; they satisfy a number of requirements that help guarantee the resulting sequence will have appropriate properties. Despite the simplicity of this method, it performs quite well and should be more than adequate for all but the most sophisticated statistical applications.

In 6809 assembly language, the linear congruential method can be implemented by setting aside a two-byte value for the seed, then using the subroutine `rand` shown in Figure 1. If you don't have much experience working with multiple-precision multi-

SEE ODDS ON PAGE 16

Feature Program


THE UNIVERSAL
by
Kenneth Reighard Jr.
PICK-UP
Another day of trash collection in the galaxy. People have advanced far enough that they can colonize the stars, yet they still make quite a mess. It hasn't really been a tough job. That is, until that argument with the boss, which he won of course. And that resulted in reassignment to the Palmerian Asteroid Field route. Now it takes every ounce of skill just to keep from becoming space dust . . .

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The CoCo BOUNTY

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SEE PAGE 12

The Assembly Line

The CoCo Goes Buggy

by William P. Nee

Sometimes when I'm shoveling snow or hauling firewood down to the basement, I remember those carefree halcyon days of summer in Florida. I remember sitting outside in the evening, sipping a soft drink and — you guessed it — swatting bugs! A little after sundown, the evening ritual would begin; out would come the swarms of insects and out would come the electric bug zappers. Great swarms of bugs would swirl, enticed by the pale light, and slowly revolve into it; each bug was further attracted by the faint flicker of a neighbor who had bumped into the electric coils.

To recapture this image, I decided to simulate it using the Color Computer. With *Bugs*, a large swarm of bugs appears on the screen. At first each bug moves in a random direction. But as one crosses the "finish line" of electricity, its demise attracts all the other bugs. As they move towards their late member, another bug goes — and they swirl again. Slowly the swarm gets smaller until one lone bug dances his way across the screen to his ultimate fate. Of course it takes a machine-language program to simulate all the motion and to rapidly compute the changes in direction for the swarm.

The assembly-language program shown in Listing 2 does all of this for us. The program starts with a RANDOM macro (adapted from my PUCHINKO program in THE RAINBOW, July 1991, Page 31) that assigns a random +1 or -1 change of direction to each bug. There are two 500-byte arrays that store all the necessary bug information. The LOC array stores the current *x* and *y* coordinates for each bug, and DEL holds the changes in direction for these coordinates. A bug's new location is its current location plus its current change in direction (no more than +1 or -1). Since each array is 500 bytes in length, there can be no more than 250 bugs.

After equating PSET, PPOINT and RNDCO to their actual ROM locations, NUMB holds the number of bugs, and LEN is the horizontal line with the imaginary bug zapper. The RANLOC routine picks random coordinates on the screen and checks to see if that point is already occupied (using PPOINT). If not, the coordinates are saved in the LOC array and that point is set (using) PSET. Next, the RANDOM macro assigns an initial change of direction of +1 or -1 to each *x* and *y* coordinate and stores the points in the DEL array.

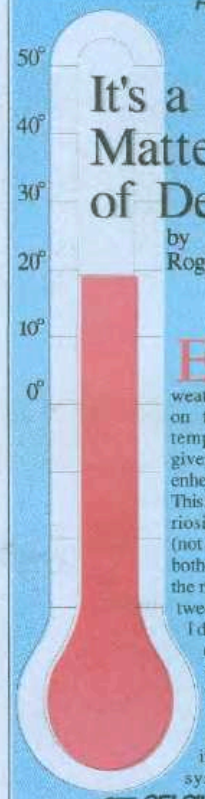
Since most insects fly in a straight line for short distances, I've included a variable I refer to as Number Of Times. This counter (COUNT1) reflects how many times a bug may move in the same direction before new random changes are computed. I use a value of five, but you can make this as low as one, or higher if you want. Next, the current *x* and *y* coordinates are taken from the LOC array and that point is PRESET. Then the changes in the DEL array (500 bytes away) are added to the current coordinates. The program checks the *y* coordinate to keep it

SEE BUGGY ON PAGE 14

Feature Program

It's a Matter of Degree

by Roger Carlson



Every time I watch the weather forecasts on television, the temperatures are given in both Fahrenheit and Celsius. This aroused my curiosity somewhat (not so much why both were given but the relationship between the two). So I decided to write *Celsius*, a BASIC program designed to convert temperature readings from either system to the

SEE CELSIUS ON PAGE 20

Feature Article

OSK A User's Experiences

by John Donaldson

Like many CoCo 3 users, I wondered whether or not I should move to one of the OS-9/68000-based computers now available in this market. Having been a CoCo user since the days of the original Color Computer, I remember having only 4K of memory and using the original Color BASIC. From there I progressed to a 64K, OS-9 Level I system. And when the CoCo 3 came along, I bought one and soon found myself upgrading it to 512K of memory and adding OS-9 Level II and a hard drive.

When discussion of the so-called CoCo 4 machines started several years ago, I wrote to the three companies involved (IMS, FHL and Delmar) asking for all the information available. About the same time I joined a local Unix users group and gained access to USENET/INTERNET. Here I was able to ask others about using OS-9 on 68000-based computers. After getting all the facts and opinions I could, I decided to "move" to one of the new computers. I selected the MM/1 from Interactive Media Systems. In this article I share some of my experiences with OSK and the MM/1, and point out some differences between OSK and OS-9/6809.

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Feature Article

DS-69B VIDEO DIGITIZER

by STEVE RICKETTS

When I bought a DS-69A video digitizer from MicroWorks five years ago, I was quite happy with the method used to control the brightness of the image. This was done through software, and there were no knobs I had to fiddle with. Then came the CoCo 3 and the DS-69B upgrade, which also uses software control for image brightness. There are times, however, when it sure would be nice to have a brightness setting somewhere between those supported by the software.

The need for finer level control is especially strong now that it's possible to create beautiful 4096-color (simulated) pictures with the DS-69B. Such images are created by using three individual colored screens: red, green and blue. The brightness levels of the blue and green scans are critical for an accurate rendition of the colors contained in the image you're digitizing, so I had to find a way to overcome the software control. (Those who are interested in creating simulated 4096-color images with the DS-69B and a videocamera are welcome to contact me for more information on the process.)

At the suggestion of Richard Trasborg and Michael Trammell, I decided to build a simple circuit to regulate the signal before it enters the digitizer, instead of relying on the software to handle it after the fact. There are many ways such a circuit could be constructed (some simpler, some more complicated), so I'll just explain what I did to build mine. Fortunately I was able to construct this little project using only parts from my junk box. But even if you use all new parts from your local Radio Shack, the project should cost no more than $10. In addition, while I use the level control with the DS-69B, it works well with older models of the DS-69 and earlier CoCos.

Under Construction

The basic concept of the level control is to *short* the positive and negative sides of the video input signal, using varying amounts of resistance. To get the variable resistance, I used a 5K linear-taper potentiometer. The circuit diagram for the level control is shown in Figure 1. All the parts needed are listed in Figure 2. Except for the Y cable, all these parts are mounted in a mini project box.

SEE DS-69B ON PAGE 12

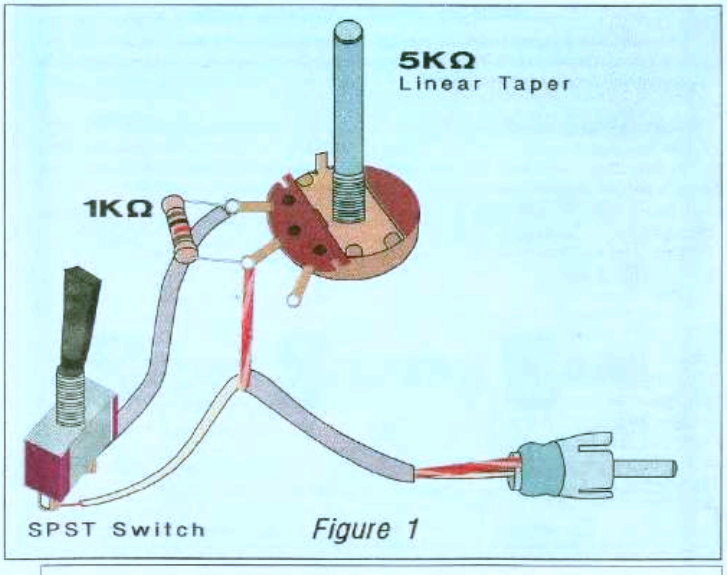

Figure 1

Feature Program

SNOWFLAKE
Screen Saver

by Bill Budenholzer

Snow flakes are crystals that are formed when water molecules freeze and melt as they rise and fall in the clouds. They form in apparently random six-sided shapes, then fall to the earth.

Flake Maker is a BASIC09 program that draws random six-sided shapes, simulating the appearance of snow flakes. Actually, a couple of different procedures are used to make the *Flake Maker* system work. These programs use the graphics capabilities of OS-9 Level II on the CoCo 3.

Listing 1 contains the two main procedures forming the *Flake Maker* system. The first of these, `Flake_Maker`, allows the user to select the background color. It also repeatedly runs the second procedure, `Flake`, which generates the individual snowflakes. The procedure

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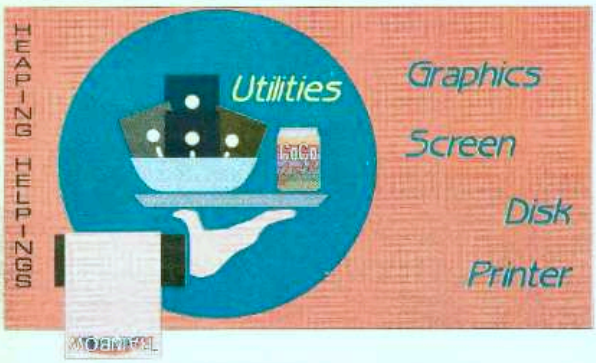
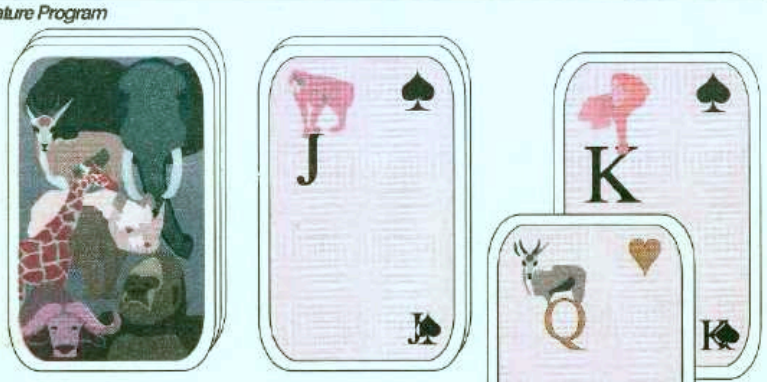
The RAINBOW 12 YEARS

THE COLOR COMPUTER MONTHLY MAGAZINE

January 1993 Vol. XII No. 6 Canada $4.95 U.S. $3.95



Feature Program



A Safari into Solitaire

by Kenneth Reighard, Jr.

We've all heard the phrase "all work and no play makes Jack a dull boy." Whatever the reason, it does sometimes help to play a bit with the computer so you don't feel overcome by work. Darn It, an addictive solitaire game written for the CoCo 3, is ideal for this purpose.

In Darn It, six columns of six cards each are displayed face up in the upper portion of the screen. The rest of the deck (16 cards) is placed face down in the lower-left area, and the top card of this deck is turned face up on the right. This latter card is the "play" pile.

The object of Darn It is to move all the cards from the top portion of the screen to the play pile. Legal moves are those in which the card to be played has a value exactly one higher or lower than the value of the face-up card at the top of the play pile. The suit of the cards is irrelevant. The card values go from Ace (low) to King (high). The values don't wrap around; you can't play a King on an Ace or an Ace on a King. In fact, you can't play any card on a King. You can move only the bottom cards from each column. To move, use the left and right arrows to select the column from which you want to play a card and press ENTER to move it to the play pile.

When none of the bottom cards in the column can be played, turn the next card on the deck face up on the play pile. To do this, simply press the space bar. The number of cards remaining in the deck is indicated on the back of the deck.

When the deck is empty and no legal moves are left, the game is over. The

See Safari on Page 10

Feature Program

OS-9: In From the Code

by Bruce Green

I have often found myself fumbling through my printer and OS-9 manuals looking for control codes to configure the printer or a window. Memorizing many codes seemed almost impossible and procedure files are too clumsy and limiting for this purpose.

Sendcode is a utility I wrote to eliminate the tedious chore of looking up these control codes. Instead, you use words to tell Sendcode what function you want, and it looks up the proper control codes to send.

Sendcode brings user-friendly operation to OS-9, especially with printers and other devices, by replacing numbers with simple names. When you need to send special control codes to a device, such as a printer, you probably dig out your manuals and use OS-9's `display` command to send the codes. For example, if you have a DMP-132 and want to turn on the underline function, you would refer to the printer manual to determine that the proper control code is $F. Then you would enter the following command to actually send the code:

```
display 0f > /p
```

Sendcode eliminates this hassle by using device-specific (one for each device you want to use) `.code` files in which you define simple command words for specific devices. The `.code` file is a simple list of names you want to use for device functions, along with the appropriate control-code sequences to perform these functions. Then you use this command word with Sendcode to actually perform the function. For the DMP-132 underline function above, you might enter something like

```
sendcode UndrlnON
```

Sendcode looks for the parameter `UndrlnON` in the `.code` file to determine the appropriate codes to send, then sends them. It's that easy.

To get started, you first need to enter and compile the `sendcode.c` source code shown in the listing. (Alternatively, the compiled program is on this month's RAINBOW ON DISK as well as in the OS9 Online SIG on Delphi.)

After compiling the program, you need to create a `.code` file. Since most users will probably use Sendcode to send codes to a printer, I set the default `.code` file to

See Code on Page 17

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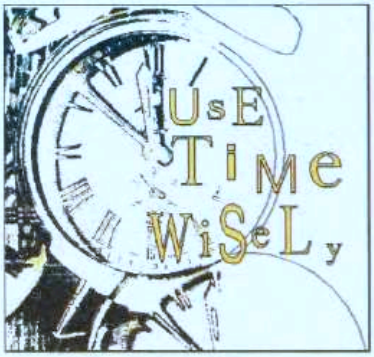
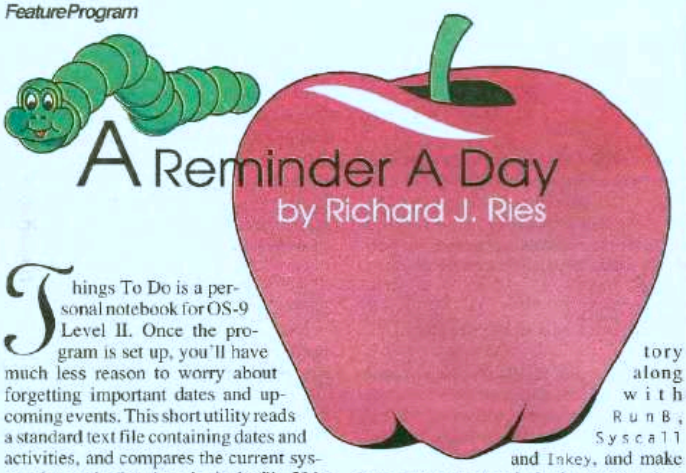


Feature Program



A Reminder A Day

by Richard J. Ries

Things To Do is a personal notebook for OS-9 Level II. Once the program is set up, you'll have much less reason to worry about forgetting important dates and upcoming events. This short utility reads a standard text file containing dates and activities, and compares the current system date to the dated entries in the file. If the dates match, Things To Do prints the associated activity.

To get started, boot OS-9 and start BASIC09. Then enter the two procedures (`ttd` and `LInput`) listed here. Save the source code to the current data directory by entering `save* ttd`, then pack the procedures in the current execution directory by entering `pack* ttd`.

Before you execute Things To Do, you must create the text file with dated entries. Things To Do looks for these entries in a file named `calendar.dat`. Create this file using OS-9's `build` and `edit` commands or any other OS-9 text editor.

When searching for dates in the `calendar.dat` file, Things To Do expects the entries to be in the following format:

```
mm/dd activity
```

That is, the month appears in the first two digits, followed by a slash and the day as two digits. Leading zeroes are required for both the month and day. After the day is a space followed by the activity. The date must be the first five characters in the line — any other format will cause `ttd` to ignore that line.

The `calendar.dat` file may contain as many entries as you need (and have space for), but it is not necessary that you group all the entries for each day. However, since you'll probably want to edit the file occasionally to add new entries and erase old items, you'll find it far easier to keep things clean if you do group items on a date basis.

To use Things To Do, make sure the packed version of `ttd` is in the `CMDS` directory along with `RunB`, `Syscall` and `Inkey`, and make sure `calendar.dat` is in the current data directory. When all is set, simply enter `ttd` to see the entries for the current date. If you want to see what's happening on another date, enter `ttd` followed by the date you want to see. For example, were I to enter `ttd ''02/13''` on my system, Things To Do would respond by printing

```
Things to do on 02/13:
Get wife flowers for tomorrow.
Press any key to continue...
```

(If you have Shell+, which I do, you could alternatively enter `ttd 02/13`.)

I run the packed version of `ttd` from my `startup` file right after I set the system date. This way, I am reminded of the day's events when I boot the system. To do this, make the last two lines of your `startup` file read:

```
setime </term
ttd
```

(Actually, I use `setdate` in place of `setime`. This is a short utility I wrote that also appears on Page 142 of the February 1989 issue of THE RAINBOW.)

Program Notes

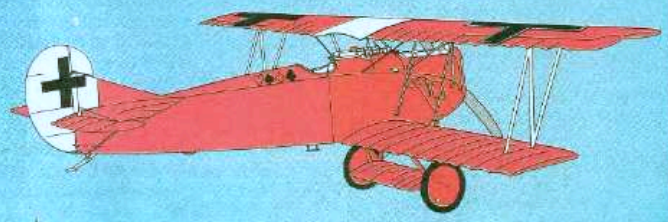
If you supply a date to `ttd` on the command line, it is stored in `CheckDate` and later transferred to `Today`. If no date is given, however, when the program attempts to transfer it, a parameter error occurs and the error handler causes the program to jump down and load the system date. The file `calendar.dat` is opened and read one

See *Reminder* on Page 4

Feature Program

Flying Aces

by George Quellhorst



Aces Up is an easy-to-play (but hard-to-beat) solitaire game for the CoCo 3. When you run the program, four cards from the standard deck are dealt and displayed at the top of the screen. The game is suit-based, so if you find two (or more) cards of the same suit, discard the lower-valued card(s). For purposes of this game, Aces are considered the highest cards in the deck, ranking above Kings. To discard, use the right and left arrows to position the blinking cursor box over the desired card, then press the down arrow. Make sure you check all suits for possible discards.

When you have finished discarding all lower-valued cards, there may be empty spaces. You may fill these locations by moving other cards to them. To move a card, position the cursor on it and press ENTER. Then move the cursor to the new location and press ENTER again. Make sure to check again for possible discards.

When there are no empty spaces and no possible discards, deal four new cards by pressing the up arrow. Since these cards stack on top of the existing piles, remember that the four cards with no other cards on them are the only active cards on the screen. Continue through the deck in this fashion until there are no cards left in the deck. The number of cards remaining in the deck is displayed in the bottom-right corner of the screen. Oh, yes . . . the goal of the game is to discard all the cards in the deck, leaving only the four aces. It may sound easy, but accomplishing this will take some work.

To start a new game at any time, press N. Alternatively, to replay the current game, press S. Because it is so easy to press BREAK while trying to press the up arrow, the program disables BREAK. To return to BASIC, hold the SHIFT key and press BREAK

See *ACES* Page 9

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Feature Program

VEF Graphics for Disk BASIC

by Thomas Wong

One of the CoCo 3's best features has always been its ability to create very detailed graphics images through BASIC or a graphics editor such as Spectra 3 (THERAINBOW, October 1990, Page 10). Over the years, many different file formats for saving these creations on disk have been introduced. However, as the disks also fill up with the wide assortment of the picture savers and viewers necessary for the different formats, it becomes obvious that a standardized format should have been developed earlier. Few of the numerous formats invented are programmer-friendly or provide support for more than one screen resolution. Meanwhile, OS-9 Level II users have been able to sit back and enjoy the VEF format that essentially came with the operating system.

The VEF format has gained wide acceptance in the OS-9 world for good reason: it's a straightforward format that fits the intended job. With support for five resolutions, four of them perfect for BASIC's HSCREEN resolutions, it is easy to see that VEF could have saved Disk BASIC programmers a great deal of development time.

The program presented here, VEFit, allows CoCo 3 users to take advantage of this format. VEFit allows you to save any HSCREEN in memory as a VEF-format disk file, then view the image at a later time. With the exception of Type-2 VEF images, any VEF picture, including those created under OS-9, can be viewed. The Type-2 image uses a resolution of 160 by 200, with 16 colors -- a configuration for which there is no HSCREEN equivalent. Thankfully, Type-2 VEF's are rarely used under OS-9.

Getting Started

VEFit requires a CoCo 3 with at least 128K and one disk drive. To get started, enter the listing for VEFIT, save the program to disk, then enter RUN.

After a short pause, you are asked to select the type of monitor you are currently using. This is an important factor when loading or saving a picture's palette values; since composite color monitors (or TVs) and RGB monitors differ in the ways they

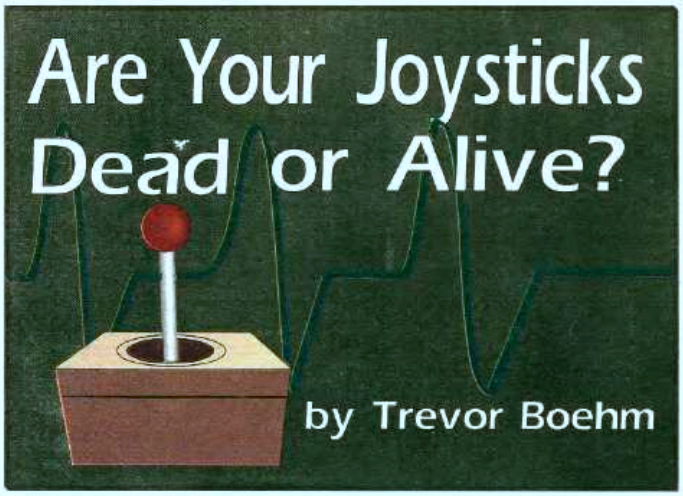
VEF Graphics continued on Page 10.

Byte #	Bytes	Description
1	1	Compression: 0=none, 128=squashed Note: VEFit supports no compression
2	1	Picture resolution: 0 = 320-by-200, 16 colors: HSCREEN2 1 = 640-by-200, 4 colors: HSCREEN4 2 = 160-by-200, 16 colors: No support 3 = 320-by-200, 4 colors: HSCREEN1 4 = 640-by-200, 2 colors: HSCREEN3
3-18	16	Palette values (RGB)
19-658	640	8 blank scan lines: HSCREEN2 or HSCREEN4
19-1298	1280	8 blank scan lines: HSCREEN1 or HSCREEN3
659-16018	15360	192 scan lines if HSCREEN2 or HSCREEN4
1299-32018	30720	192 scan lines if HSCREEN1 or HSCREEN3

Figure 1: VEF Format

Feature Program

Are Your Joysticks Dead or Alive?



by Trevor Boehm

Over the years, my Color Computers have seen over 25 joysticks come and go. But until I wrote Joystick Checker, I had no easy way to determine if the joysticks were dead or alive. More recently, this short utility has helped me with joystick repairs.

To use Joystick Checker, enter the program as shown in the listing and save it to tape or disk as JOYTEST. After running the program, simply follow the screen prompts to determine if your joystick works. If the joystick does not have a second button (like the one on the Tandy Deluxe Joystick), the program will break out of the loop after it tries to read that button. Other failures will cause the program to loop endlessly -- press BREAK to abort. If the joystick performs fine, the program reports the success on the screen.

Users with CoCo 1's or 2's must convert the program so it uses the PEEK(65280) function to read the button since the BUTTON command is available only on the CoCo 3. Information about doing this appears in the BASIC manual.

Joystick Checker is a useful program that should be in every CoCo user's bag of tricks.

Trevor Boehm is a tenth-grade student whose greatest passion is challenging computers with new programs. He has participated in several science fairs and has received numerous awards for his work. He can be contacted at 77 Inwood Cres., Winnipeg, MB R2Y 1A2, Canada. Please include an SASE when requesting a reply.

See program listing on Page 3

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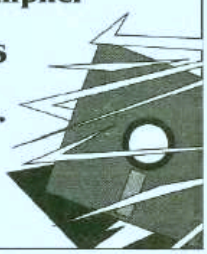
Product Review: A C compiler for RS-DOS on Page 6.



Feature Program

A Database for OS-9 Files

by Philip G. Scherer

After you accumulate many OS-9 programs, it's pretty easy to forget what some of them do. It's also inconvenient to search disk after disk, looking for a specific file or program you know is stored *somewhere*. *DBOS9* is a database designed to make such things simpler by allowing you to store the names and descriptions of your OS-9 files and programs in a central location.

For operation, *DBOS9* requires a CoCo 3, OS-9 Level II, at least one disk drive, and the OS-9 modules `del` and `copy`. In addition, if you plan to enter the listings as printed here, you'll need a C compiler and the CGFX library written by Mike Sweet. (This library is available in the OS9 Online sig on Delphi. Mike's username is DODGECOLT.) Alternatively, the compiled, ready-to-run program is on the April 1993 RAINBOW ON DISK.

DBOS9 is a database designed to make such things simpler by allowing you to store the names and descriptions of your OS-9 files and programs in a central location.

Up 'n' Running

Before you start *DBOS9*, you need to give it a place to store the information you enter. Create a new subdirectory named `BASE9` in the root directory of your `/dd` device. (Those who are using the OS-9 BBS database from the October issue don't need to do this; this database uses the same data directory as that one.) To do this, simply enter `makdir /dd/BASE9` at the OS-9 prompt.

With the `BASE9` data directory in place, make sure the executable program (`dbos9`) is in your `/dd/CMDS` directory, along with the OS-9 `del` and `copy` commands. Also make sure `dbos9`'s execute attributes are set. If not, you can accomplish this by entering `attr /dd/cmds/dbos9 e pe` at the OS-9 prompt.

To execute the program, just enter `dbos9`. The first thing the program does is look for the database file, named `os9`, in the `/dd/BASE9` directory. It won't find this file the first time it is executed, so it creates the file automatically. *DBOS9* also creates a database-keyword file, named `keyword.dat`, the first time it is executed.

Once *DBOS9* ascertains these files are in place in the `BASE9` directory, the main database menu appears on the screen. This menu provides four options and is "hot-keyed," which means that you don't have to press ENTER after making a selection. The Search menu, which we'll discuss in a moment, works the same way. Some of the stand-alone entries at program prompts, however, do require that you press ENTER.

Entering Data

To enter data for a single record (information about a specific file or program) in the *DBOS9* database, select Option 2 (Enter) from the main menu. In the upper-left corner of the screen you'll see a box with the available keywords. If the program or file for which you are entering data fits one of these keywords, simply type the appropriate keyword number and press ENTER. If none of the keywords on the list seem appropriate, or if you have not yet entered any keywords, press the correct number for the New Keyword option that appears on the list, then enter the new keyword.

DBOS9 keywords may be up to 13 characters in length and may include spaces. It

Database *continued on Page 10.*

Feature Program

CoCo Calculates Net Worth

by Charles Kiedaisch

I wrote *Financial Statement* as a means of tracking personal income and expenses. In addition, the "spreadsheet" printed by the program enables me to quickly determine my net worth. *Financial Statement* is designed to work on any CoCo with at least 16K and Extended BASIC. To use it, first enter the program listing and save it to tape or disk, then run it.

When you run *Financial Statement*, you are asked to make sure your printer is online. This is important, as the program prints data as it is entered, allowing for an unlimited number of entries. When prompted, enter the current date. After this, the program's main menu appears.

To enter data, first select from the main menu the type of entry you are making (weekly, monthly or yearly income or expense). You are then asked for a short description of the item and the amount for the specified period. After you have entered this data, the printer immediately prints it. Make sure you enter all sources of regular income, as well as all regular and anticipated expenses (bills go here).

Option 7 on the main menu allows you to enter standing assets. For instance, if you have an IRA or perhaps a savings account, the current balance should be entered using this option. Any item that contributes to your net worth is considered an asset.

Net Worth *continued on Page 7.*

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The Time Has Come

Old Dog Tray's ever faithful;
Grief cannot drive him away;
He is gentle, he is kind.
I'll never, never find
A better friend than Old Dog Tray.

Stephen Foster was writing about his beloved dog, Tray, who died while trying to rescue someone from a burning house. I'm writing about THE RAINBOW.

THE RAINBOW is the second-oldest continuously published computer magazine in the world. It is the longest-lived computer-specific magazine in existence. But more important than that, it is the best-loved computer magazine the world has ever known.

For 154 consecutive months, from July of 1981 until now, THE RAINBOW created a community of computer users absolutely unmatched in the brief history of computers. In all, three-quarters of a million people welcomed it into their homes every month. It engendered program-writing contests, its own computer show, more than a dozen books, and a nickname for its subject that even the manufacturer adopted. It was probably the only magazine in existence that even had a mascot.

As THE RAINBOW grew from four dot-matrix-printed pages to nearly 400 typeset pages with full-color covers, illustrations and advertisements, it came to personify not just the spirit and vigor of the Tandy Color Computer but the vitality of a new age of technology — an age that brought the ultimate technology, a computer, into the hands of normal, everyday people. It started hundreds of businesses, most of them of the kitchen-table variety, and made it possible for us "just folks" to make a buck doing something that was fun and exciting.

THE RAINBOW brought some 350,000 people to its 20 RAINBOWfests; it attracted more than 1000 entries for its "CoCo Gallery" monthly contest column; it gave publicity to some 300 Color Computer clubs; and it crashed the entire Delphi Information Service numerous times with floods of CoCo users all trying to log on at the same time.

I know of at least two marriages that were the direct result of people's meeting through THE RAINBOW — the ceremony for one of which was almost held at a RAINBOWfest until the bride's parents objected strongly. Subscribers came from every continent on the planet, even Antarctica, and it was once rumored (though I was never able to get NASA to confirm this) that one issue even went into Earth orbit with an astronaut.

We mailed THE RAINBOW to people who lived on boats, to servicemen and women in the Army, Navy, Marines and Air Force (and those of several other countries), and to at least one CIA spy who used a mail drop for receiving his copy. We blasted through the Iron Curtain when it still existed and crossed the Berlin Wall as well. THE RAINBOW penetrated the Bamboo Curtain too. At one point or another we sought out local residents who were fluent in Arabic and Hebrew, Russian and Japanese to translate letters for us. Of course we got our share of French (from France as well as Quebec), Spanish, German and Italian letters too. We had subscribers from the holy cities of Jerusalem, Rome and Mecca. We once had a grandfather who bought 10 subscriptions, one for each of his grandchildren. We even licensed a special edition of THE RAINBOW in Australia; it was printed there to save the Aussies postage and was very successful.

But most of all, the story of THE RAINBOW is the story of friendship. Never was it unusual to see a group of 20 or 30 people still huddled together at 3 a.m. during a RAINBOWfest. We always had more pen-pal requests than we could ever print. And there were the stories of people who drove 100 miles to attend a CoCo club meeting or just to help someone install a disk drive when he or she couldn't figure out how to do it alone.

When, nearly five years ago, Tandy told us it would no longer manufacture the Color Computer, I knew this time would someday arrive. We have strived mightily to keep THE RAINBOW alive. But for the past two years, it has lost money. Without a new computer on which to build our subscription base, we never had any real hope of turning THE RAINBOW around. Yet out of a sentimentality that probably has no part in the business world, we continued publishing, looking for economies where we could. THE RAINBOW has survived this long simply because we were willing to spend profits from our other Tandy magazine, PCM, to sustain it. Today, with its subscription base ever-shrinking, even our in-place economies are insufficient to keep THE RAINBOW going. Like Old Dog Tray, the ever-faithful RAINBOW ceases to exist with this issue.

I love this dear magazine that was born so small, grew so large, and has become so small again. I am sure many of you few thousand who are still with us do as well. I've found, in my many discussions with other editors and publishers, that none of them quite believes the devotion and affection the CoCo Community lavished on a mere magazine — by all of us here, and especially by all of you.

We will fulfill your subscriptions to THE RAINBOW with subscriptions to PCM. Those of you with RAINBOW ON TAPE and RAINBOW ON DISK subscriptions will receive PCM ON DISK subscriptions. Not incidentally, you will find many of your old friends from THE RAINBOW are subscribers to PCM. It was founded on and continues to follow the same philosophy that made THE RAINBOW so successful. Indeed I cannot count the number of people who, as they moved from the CoCo to the PC, have written to me saying that in PCM they were pleased to find for their new computers the same support and enthusiasm to which they had become accustomed in THE RAINBOW.

You will note that we have special advertisements in this final issue for THE RAINBOW Bookshelf, for back issues of THE RAINBOW itself, for RAINBOW binders, and for back issues of RAINBOW ON TAPE and RAINBOW ON DISK. Some are in short supply, and of course we won't be reprinting or duplicating any of them. If you would like to fill out your collection of any of these items, please write or call us as soon as possible.

There is little left to say, my friends. How to close the book? How to end these years? Life, I suppose, is merely one goodbye after another — and now it is time to for us to say goodbye to you.

To everything there is a season, and a time to every purpose under the heaven:
A time to be born and a time to die; a time to plant, and a time to pluck up that which is planted;
A time to weep . . .

Weep not for THE RAINBOW. It forged a community of spirit. A commonness of purpose. A wonderful adventure. It was the instigator of lasting friendships. It touched us all, and we were all a part of it.

It was the greatest.

— Lonnie Falk

Feature Program

Add a Text-Screen Mouse Pointer

By Nick Johnson

A useful addition that makes just about any program more user-friendly is the text-screen mouse pointer. A what? A text-screen pointer is just a block on the text screen. You move it using a mouse or joystick, and you select items by pressing the firebutton. This type of pointer is great for text-based programs where no graphics screens are involved.

The 32-column screen is an excellent place to use the pointer; it is small enough to allow for complete motion all over the screen area. It won't work with an 80-column screen since the joystick port only allows for 64 positions. It will work with 40-column screens, but I decided to write the routine here for 32 columns only, allowing it to be used on any CoCo. (But readers with CoCo 3's can modify the program for use with 40 columns.)

The pointer routine is a subroutine that is meant to be accessed via a GOSUB command from within a larger program. To use it, set Variable CL to a value of 0 through 8 (corresponding to the color number of your choice) and use GOSUB to call the routine. As listed, the program contains an example of how this works. The routine returns when the mouse or joystick button is pressed. Then check the value of Variable G to determine the current screen location

The text-screen pointer can really make your programs shine; as a menu pointer in text-based programs, it can't be beat.

Nick Johnson is 17 years old and a senior at Crestview High School. He began programming using a CoCo 1 in 1982. After purchasing a CoCo 3, he advanced quickly and now programs almost constantly. He can be contacted at 5830 Reinke Dr., Crestview, FL 32536-8913. Please include an SASE when requesting a reply.

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16K ECB

The Listing: TEXTPTR

```
1 'TEXT JOYSTICK POINTER
2 'BY NICK JOHNSON
3 'COPYRIGHT (C) 1993
4 'BY FALSOFT, INC.
5 'RAINBOW MAGAZINE
30 POKE &HA9E6,1 'FASTER JOYIN
40 CLS
50 GOTO 500
60 'ENTRY CONDITIONS:
70 'CL=THE COLOR OF THE CURSOR,
80 ' THIS CAN BE ANY VALUE
90 ' FROM 0 TO 8.
100 'EXIT CONDITIONS:
110 'G=THE SCREEN LOCATION OF
120 ' THE CURSOR.
130 'ROUTINE EXITS WHEN FIRE
140 'BUTTON IS PRESSED.
150 CC=128+(CL*16-1):IF CC<128 T
HEN CC=128
160 A=JOYSTK(0):B=JOYSTK(1)
170 E=INT(A/2):F=INT(B/4)
180 G=F*32+E
190 H=PEEK(1024+G)
200 POKE 1024+G,CC
210 C=JOYSTK(0):D=JOYSTK(1)
220 I=INT(C/2):J=INT(D/4)
230 IF PEEK(65280)=126 OR PEEK(6
5280)=254 THEN 270
240 IF E=I AND F=J THEN 210
250 POKE 1024+G,H
260 GOTO160
270 POKE 1024+G,H:RETURN
500 CL=RND(9)-1:GOSUB 150
510 GOTO 500
```


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A FOND FAREWELL . . .

A short while ago I received a phone call from Cray Augsburg. As most good managing editors, his request was short and to the point, "would I mind reminiscing about the Color Computer and how it impacted my life?" It was, in many ways, similar to the innumerable requests I've received from Mr. Falk, (Lonnie, as I've come to know him) over the years.

I am not a writer, but I have, in some small way, "touched" every Color Computer owner's life.

I have written purchase orders for more CoCos than anyone else in the world. I stopped counting them when it passed a million . . . Coordinated the development of at least five different versions of the CPU. Let's see, the CoCo 1, 2, direct video out 2, TDP 100, CoCo 3; yep, that's five . . . Walked miles around CES, Comdex, NCC and RAINBOWfest — shopping. I had to be aware of what "the competition" was doing, what was new in the industry, and generally give everyone a hard time.

I spent 10 years attempting to positively motivate Radio Shack store personnel to get excited about the CoCo. Every year, Radio Shack used to gather the store managers in regional areas to roll out the new catalog. The buyers would then try to "sell" their product lines to the store personnel. Two and a half days of intense "training," six one-hour fifteen-minute sessions each day for half the month of August. It was fun. I was even accused of reminding people of George Carlin, but I deny it to this day . . . Bought the MC-10. It was originally going to be a "kit computer," but we could finish building it cheaper than just making it a kit . . . Helped turn a three-year product cycle into a decade product cycle. The original ideas were planned to last for a maximum of three years. But it [the CoCo] sold well and the "installed base" (you, the customer) became very dedicated, and the rest is history.

As for some of the people I've known, I remember Lawrence C. Falk from when he printed THE RAINBOW on an LP VII. The professional relationship has always been at arms' length, meaning Lonnie would always ask for information, inside stuff, probably a holdover from his earlier UPI training. I would talk in circles, around others, insinuate, reply, but never lay it out on the table. It worked well for THE RAINBOW's credibility . . . Jon S. Shirley, VP who let me do the necessary things. He got the ball rolling, then moved to a small young company in the northwest called Microsoft, as their president . . . Van Chandler, a free thinker about software, like negotiations with Steve Spielberg about Poltergeist, the movie and the game . . . Mark Siegel, an OS-9 guru; someone you'd always want in your corner. Mark first came to Radio Shack with his boss, Pat Ketchum from DataSoft. We bought some of their products, Mark applied, we hired him. He's been an invaluable resource ever since . . . programmers like Steve Bjork and Dale Lear . . . Ken Kaplan, head man of OS-9. The definitive answer on the digitized picture — three of Ken's employees. Why is another story, and I'm not a writer . . . Dale Chatham, designer of circuits and custom chips. I won't say much here 'cause he keeps a lower profile than I do . . . Kenji Nishihawa, built them as fast as they were selling. As a matter of fact, his factory became so proficient at building CoCos with such a low defect rate that when it came time to start building Tandy 1000s, guess where . . . Steve Barry, helped smooth the way between manufacturing, engineering and quality control. Steve, along with Steve Osborn, Bill Valentine and the rest of the technicians, engineers, designers and advertising personnel all helped get the product from us to you . . . Gary Pack, contracts were always such fun. Lawyers, you don't know whether to like them or shoot them.

As for the things I have not done, I have not seen the development of a CoCo 4, (although I did see a mockup once with a floppy 3½ built-in that looked remarkably similar to a Tandy 1000 EX) . . . Haven't seen the development of a bridge CoCo ?? which runs both MS-DOS and OS-9 and is compatible with ROM software. (Don't expect to either.)

I have not sold either of my personal CoCos. (But I did inherit a Tandy 1000.)

. . . Managed to escape involvement with software for the Color Computer. My current position at Tandy Consumer Mail Center oversees the sale of virtually all the original titles offered by Radio Shack, either through the store or direct to customers — customers can call (800) 321-3133. (Small commercial advertisement, sorry.)

I have never been the Saturday morning breakfast speaker at a RAINBOWfest. Several times over the years, as the staff at the RAINBOW was planning the next "fest," Lonnie would call and offer. Keeping the professional attitude, I would decline.

I have never written an article for *Hot CoCo*, *Color Computer Magazine* or THE RAINBOW (this piece doesn't qualify as an article, does it ?).

I have never attended the Kentucky Derby.

Barry Thompson
Tandy Corporation

Progress continues, the results are now known.
The will of the clock has finally been shown.

The waiting is over, it happens this year.
The end of our RAINBOW is painfully near.

To Lonnie and Cray and all of the crew,
This isn't goodbye, but thank you.

You all pulled together, and through your good deeds,
THE RAINBOW gave CoCo the support it needs.

With BASIC, Assembly and OS-9 too,
There's hardly a thing that CoCo can't do.

Word processing, games, graphics and such,
We even did MIDI without spending much!

If your mailbox seems empty this upcoming June,
I'm sure you'll agree, it happened too soon.

Cecil Houk
Rulaford Research

"Building the Rainbow" was my column in THE RAINBOW. The name came from a fanciful poster I first spotted in a small shop in San Francisco. The series of monthly essays was my managing editor's report on our building process — the creation of each new issue.

As in the poster, our joy was in the building. We were too immersed in production of the next issue to think much about how high or how wide THE RAINBOW would be. The "magic" in magic lies in not knowing the whole story. We just kept kept climbing, adding more building blocks, confident that something magic was happening, and taking elfin pride that those of us on the magazine staff were part of it all.

We helped build the CoCo Community. It's as real as Walton's Mountain, as illusory as Mayberry, RFD. In one way or another, we've all been there. For longer than any of us had a right to expect, it was a bustling boom town.

But even elves have sad times, just as Bambi had her forest fire. And, in real life, there is an end of THE RAINBOW. The machinery grows silent. The building stops. The builders disperse. What is and what was becomes "Once upon on a time."

Those of you who've stuck by THE RAINBOW all the way understand it's OK. It's part of the natural order of things. And, if somewhere in the CoCo Community a solitary reader wipes an eye with a shirtsleeve while reflecting on what's gone by, it's as it should be. The beauty of a mountain is seen from its base, not the top. No one can better appreciate the peaks we had than those of us now on the valley floor.

— Jim Reed

Thanks to all the many wonderful customers who purchased our products and wrote so many kind letters of encouragement to us. And thanks to Lonnie Falk, Kim Lewis, Ira Barsky and all the other people at THE RAINBOW for doing such a good job for all these years, especially for keeping the advertising costs in THE RAINBOW as reasonable as possible — and for being so nice to do business with.

Stewart Newfeld
Zebra Systems

THE RAINBOW has meant to me the sharing of knowledge about computing. But most of all THE RAINBOW has stood for friendliness and friendships among those with a common interest. Nearly a dozen years ago, I knew that THE RAINBOW and friendliness went hand in hand: Lonnie Falk himself telephoned to tell me of the acceptance of my first article, and we had a pleasant and friendly conversation. Ever since, THE RAINBOW staff has been most friendly and helpful. Readers, through letters and telephone conversations, have been more than kind and have epitomized the spirit of friendship.

H. Allen Curtis
CoCo Friends Disk Magazine

As we approach the last issue of THE RAINBOW, I have feelings of both sorrow and joy. Sorrow that we have come to the end of this wonderful magazine. Joy that we can celebrate the wonderful life that this magazine has had.

THE RAINBOW has brought a special focus to the Color Computer Community that has been truly unique. All of us have gained so much in technical knowledge. We have made so many friends. These have been friends which I have made from customers all over the world, which I have made at RAINBOWfests, which I have made through the forum on Delphi, and so on.

You had a vision, Lonnie, for a very special magazine and community which is unique. Other magazines for the Color Computer have come and gone. Some of them, true, made their own contribution; but THE RAINBOW has always been very special and unmatched.

You took your vision and ran with it. And you have always had very special people working with you. In recent time, you have continued the magazine when it was obvious that the easy way would have been to cut your losses and end it.

I also want to recognize the special relationship that I have had with Kim Lewis. She has been a delight to work with and I will always consider her a dear friend. A true professional, so typical of the many people in your organization.

I commend you for all that you have done for all of us in the CoCo Community. The best to you and all the wonderful people at THE RAINBOW and Falsoft!

Gilman Shattuck
Granite Computer Systems

At first, I bought THE RAINBOW when I happened to see it on the newsstand at the B. Dalton Bookstore in Schaumburg, Illinois. It wasn't too long before I was making a special trip to buy it as soon as it hit the stores; soon, I was a full subscriber.

I looked forward to the feature articles and regular columns by Tony DiStephano, Marty Goodman and Dr. ASCII, but a lot of THE RAINBOW's appeal was in the mail-order ads. I think the first thing I ever bought from a RAINBOW ad was *Basic Unraveled* by Spectral Associates. Here was something you'd never find in a Radio Shack store: a complete disassembly of the Color Computer's BASIC ROM.

In addition to THE RAINBOW itself, there were the RAINBOWfests. For many years, the Chicago RAINBOWfest was held about two miles from my house. It was really exciting to see all of the advertisers and their products in person at the 'fests. I'm not sure how much money I spent on my CoCo at RAINBOWfests, but it was a lot.

It was THE RAINBOW that got Burke & Burke started. I started seeing ads for mail-order hard drives for about $1200, and that was a lot more than I could afford. At the time, IBM PC hard drives were about $450. I bought one and used electronics data books to figure out how to hook the IBM controller to my Color Computer. Then my wife, Trisha, and I saw a column by Marty Goodman in THE RAINBOW. Marty wrote that somebody should be able to figure out how to hook an IBM PC hard drive to the Color Computer, that there was probably a market for such a thing. With encouragement from RAINBOW editor Jim Reed, Trisha and I had circuit boards made up. We sold the first CoCo XT hard-disk interfaces that year at a RAINBOWfest in Princeton, New Jersey.

So many people at THE RAINBOW — Lonnie Falk, Jim Reed, Ira Barsky, Kim Lewis, Marty Goodman, Cray Augsburg, Greg Law, and others — have helped us and given us good advice over the years. We've also had the opportunity to meet a lot of really nice people associated with THE RAINBOW, a kind of "community" which wouldn't have been possible without THE RAINBOW.

A few years ago I had the privilege of speaking at the RAINBOWfest CoCo Community Breakfast. In that talk, I described the Color Computer as the "focal point" of an extended family of people with different interests — the CoCo Community. I described how a family can splinter when it loses its focal point. In recent months, I've come to realize that THE RAINBOW is another such focal point; that the time of its loss is near; that we have reached the end of an era. Even so, I can't help but wonder: could the CoCo Community itself be the "gold" at the end of THE RAINBOW?

Chris Burke
Burke & Burke

When Lonnie first announced to us that the May issue would be the last issue of THE RAINBOW, I didn't really think much about it. The first thing I did was think of my current advertisers and what their reactions would be. Then my thoughts seemed to wander back over the last seven years I have worked with advertisers from the East Coast. What a book I could write! I have had the great pleasure of working with many people who wrote programs for the CoCo, or who sold hardware and peripherals for the CoCo. I have had many heart-to-heart conversations with these people, not only about their businesses but their personal lives as well. Many people worked out of their homes, so I got to know their children and spouses, and I saw those kids grow up, as I grew up, too. The closing of this magazine has surprisingly tugged at a special place in my heart.

I laughed a lot with my advertisers. I heard many jokes over the telephone. In fact, John Monin at Colorware, used to fax them to me. I had one advertiser, Khan Nyguen at Selected Software who couldn't speak English well. He used to have me look up words in THE RAINBOW and those were the words he would want to use in his ad. Chris and Joann at CRC didn't speak English well either, but we managed to muddle through. I guess we are all good communicators! I saw them get married, and they now have two children.

RAINBOWfests were always busy for our staff and for my advertisers, but we all had some great times. I know I'll never forget them. I'll also never forget Jordan Tsvetkoff from JWT. I worked with him while he was still in high school, now he's in college. Glen Dahlgren, owner of Sundog Systems, now graduated from college and a full-time programmer for an entertainment software company. Tom DiMarco from Gimmesoft, what a pleasure it was to work with him. Logan Ward from The Computer Center, he was the heart and spirit of the CoCo. I got to work with him on advertising after the owner of The Computer Center, Greg Hall, tragically died in an accident. Greg's death clearly had an impact on me, as I usually spoke to him twice a week. I recently had the pleasure of speaking to Ben Burnette. He and Wayne Smith own Cy-Burnet-ics, an educational software company. Ben and Wayne, you see, are elementary school principals in Knoxville. He said he just used their software and a speech synthesizer from Rich Parry's Speech Systems the other day to help a troubled little boy. They always traveled to RAINBOWfest to purchase items for their schools. We had some great times and laughs together. Dennis Derringer from Derringer Software, as I recall, was the very first advertiser I ever spoke to on the telephone. I ran into Dennis two years ago in Atlanta at COMDEX, a computer trade show we were both attending.

My relationship with THE RAINBOW has always been with the people more than the computer. As many of you know, I'm not that knowledgeable about the CoCo, but you've all been so patient when explaining your new products to me. I've met so many people through this job that it's hard to name every single one. Thank you to all the folks who stayed with us to this point. I will miss you all and will always cherish our friendships. My sincere wish for you is continued success and happiness throughout your lives.

Kim Lewis

I will never forget the feeling I had when I opened my post office box and for the first time found three orders in the mail. I had just graduated from college, borrowed $1400 from my father, and officially became an entrepreneur. The year was 1982. THE RAINBOW had published less than four issues. I tried advertising in "hot" magazines (at the time) such as *80-Micro, Hot Coco* and *Color Computer News*; but it wasn't until I connected with THE RAINBOW that T&D Software start to grow.

It was very exciting, but it also took a lot of time to write 10 good, quality programs each month. I soon hired a local high-school student and a programming genius, Roland Degraaf, to help me out. With the help of some great authors — Andrew Pakerski, Terry Steen and Tom Mix authors, just to mention a few — we published over 2000 programs in 11 years for the CoCo. It is hard to believe that at one time I was duplicating and labeling thousands of cassette tapes at a shot. In 1983 cassette tape was the main media.

In 1984 I went to my first of 12 CoCo shows. I got to meet most of the vendors as well as the pleasant staff of THE RAINBOW. The show became the highlight of the year. I also got a chance to meet a lot of valuable CoCo customers at the show. I thank all of you for coming to visit our booth and for your patronage. I'll never forget the friendships I made at these conventions.

In 1988 I realized that the CoCo market was shrinking almost daily. I constantly worried that I wouldn't be able to support my family with the CoCo much longer. In 1989 I opened an 1800-square foot computer store: 20 percent was filled with CoCo paraphernalia, the rest with IBM-compatible hardware and software. T&D Software helped support me while Computers and More started to grow. It allowed me to build up the inventory in the store and support my family at the same time.

I now have six employees. Even though the market is very competitive, the store has expanded to 2900 square feet and is doing well. Not only do we sell computers, but we service, rent, train and sell everything related to the IBM market. The CoCo products will be available through the store for at least one more year.

I still have a fondness for the CoCo I cannot describe. It's kind of like your first love in life. Even though the simple sounds and graphics that used to entertain me from the CoCo were replaced with Super VGA graphics and stereo sound from a 486 PC, the CoCo was ahead of its time. The experiences I encountered with the CoCo were pleasant ones. I want to thank you all for your support.

Tom Dykema
T&D Subscription Software

I couldn't let the final issue of THE RAINBOW go to press without a trip back to RAINBOWfest. I remember as if it were yesterday, getting to the hotel after a long day's travel and checking in, only to hear the person on the other side of the counter say, "I'm sorry, but your rooms are not ready." That was the last thing we wanted to hear. However, we were so excited just to be at RAINBOWfest, it didn't matter.

Then came the exhibitors. They began setting up in the exhibit hall and the CoCo Community would start to come alive. First one attendee, then another would stop by the RAINBOWfest registration counter to get an advance look at the program and, if lucky, sneak a glimpse in the exhibit hall. In hindsight, it is now obvious what was brewing in their minds. They were planning the quickest route to THE RAINBOW booth or to be the first to purchase the latest piece of hardware or software on display at the Radio Shack booth!

The long lines to get into the show would form hours before the official opening. The crowd couldn't wait to get through the doors. There would be confusion over which line to stand in (our signs at the registration counter were adequate at best). Lonnie Falk (you know, the person on the microphone, as he was called so many times) would signal Cecil Houk (Rulaford Research) for the National Anthem (there was a Canadian one played as well for the many thousand who made the pilgrimage from up north), and the show doors would open.

I remember talking to people and answering their questions. Some of them we were able to help, others had to help us. I'm still convinced we were asked trick questions which had no answers. I still remember some of the questions even we wanted answers to. They usually began with: "Is it true that Radio Shack will be . . ." or, "I heard a rumor that . . ." To this day I think about some of those questions.

How about the temperature of the exhibit hall? First it was too cold, then too hot, then it was cold again. What gives? Couldn't someone have set the thermostat to fix this? And the aisles? I overheard hotel managers worrying about the fire marshal because we drew such large crowds. There were times we had so many attendees walking the aisles, people would stand shoulder to shoulder and still not be able to see the newest games Sundog Systems and others were debuting.

And the seminars; they were packed to standing-room-only capacity. I remember the diehard people who would listen to the speakers from the hall because they couldn't get in to see them. I spoke to many people who left seminars early so they would be able to see part of the next one, only to do it again.

I remember the very late nights in the hotel coffee shop. I'll bet I only got four hours of sleep a night (if that much). We would sit around and talk and talk and talk. People we didn't even know would walk by and join the conversation and then stay for hours.

And the CoCo Community Breakfast. That was always fun. There were times when you would be on the edge of your seat, laughing till you hurt. Other times you were listening closely for what was soon to be announced or maybe you were part of the annual sing-a-long-with-Lonnie.

Oh, and CoCo Cat and the time when . . .

Ira Barsky

I am sad to hear about THE RAINBOW. It brings back memories of when computers were mainly for hobbyists and of when there was a mystique about them [computers]. Thanks to the CoCo, I was able to get my break into the computer technical field. I have moved on to other platforms; however, I will never forget what the CoCo and THE RAINBOW have done for me and how my life has been forever changed because of them.

I can't help but feel sad today because the last issue of THE RAINBOW has hit the presses. Unfortunately, technology changes, supposedly for the better; but in my book, the CoCo and THE RAINBOW will always be the best. Good-bye, RAINBOW. Long may you live in the hearts of all us hackers.

Logan Ward
Systems Management Group

It happened in September 1981. I was the proud owner of a Radio Shack Color Computer with a chicklet keyboard, 4K of memory and a Chess cartridge. A friend loaned me a copy of THE RAINBOW. It was printed on a Line Printer VII, no descenders, and mimeographed. It actually had programs in it that were written for my CoCo. The first thing I typed in was the big feature article on Page four, a genuine word processor:

```
10 PRINT@416,;:LINEINPUT"(16 spaces);A$
20 PRINT#-2,A$
30 CLS:GOTO10
```

When I ran my very first CoCo program, I promptly received an SN ERROR in Line 10. After consulting the manual to find out what the heck an SN ERROR was, then spending another hour or so to correct the error — a missing quotation mark in Line 10 — my very own "word processor" was up and running. I typed many a letter with this new program and my newly acquired Line Printer VII.

To make a long story short, I sent in the order for my subscription to THE RAINBOW, and I have been learning ever since. It has been 12 years since I bought my first RAINBOW and not an issue goes by that does not teach me something new about this machine of ours. Without THE RAINBOW, my CoCo would have found its way into a closet as soon as I'd grown tired of playing Chess. But thanks to Lonnie Falk and THE RAINBOW, I learned to use and program this machine. One of the highlights in my life was the day that I actually saw one of my own programs published.

It is very sad indeed to see THE RAINBOW end up in the land of the GOSUB without a RETURN. But my bookcase is adorned with about a gross of back issues, all containing valuable reference materials that I will use for years and years to come. Although I understand the reasons that led to the decision to end the publication of our magazine, I am saddened to see it go. It is like losing a very good friend.

In closing, my heartfelt thanks to Lonnie Falk, THE RAINBOW staff, and all the contributors for bringing me this great magazine that not only taught me how to use my Color Computer but also was directly responsible for the acquisition of many new friends.

THANKS, THANKS and THANKS again.

George Quellhorst

I bought a Radio Shack modem shortly after acquiring my new 16K Extended BASIC CoCo in the early 80s and soon became an online addict, which I have remained to this day. The CoCo experience and the online experience will forever be tied together for me. I remember being very impressed, my first time on CompuServe's CoCo SIG, by the colorful personality and apparently exhaustive knowledge of one Marty Goodman, who seemed to be the ruler of the roost even though he had no official position there. By the time we finally met face to face at a RAINBOWfest, Marty and I had been friends for several years. One of the first exchanges we had was about the "cassette modem," a now-obscure homemade device whose central component was a Radio Shack speaker phone, which enabled files to be exchanged over the phone at 1800 baud using the CoCo's cassette port. It served me well until the prices of 1200-baud modems dropped enough to bring them within reach. The online services were later of invaluable help to me in the development of ADOS products. CompuServe and, later, Delphi participants gave me all sorts of useful ideas for features, as well as feedback concerning compatibility and other problems that enabled me to continue improving ADOS and its successors. ADOS products will continue to be available and supported by me into the indefinite future.

Thank you, Tandy, for leaving 2K of free space in the Disk ROM, which practically cried out to me for insertion of additional goodies and so led to the development of ADOS. Since ADOS supported lowercase, I sent an early copy to Dennis Kitsz of Green Mountain Micro, from whom I had recently bought a Lowerkit to allow my CoCo 1 to display lowercase. I was somewhat in awe of Dennis, having known him up to that point only from his regular columns in *80 Micro*, and was elated when, after months of hearing nothing, I got a call from him out of the blue. We wound up sharing a booth at several RAINBOWfests.

RAINBOWfests were always a treat for me because I got to meet so many people that I had come to know on Delphi or CompuServe. (Thanks, Lonnie, for those great Saturday night buffet parties for the vendors!) Fests, too, were great sources of feedback about my software, in addition to being places where I could immerse myself in the camaraderie that has always been an outstanding feature of the CoCo Community.

Art Flexser
SpectroSystems

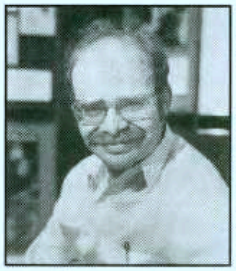
I first heard that the Color Computer was coming 13 years ago, when I was studying electrical engineering at the University of Louisville and was already involved with Tandy computers (namely the TRS-80 Model I, which I still have somewhere). A fellow student had picked up the rumor, from someone he knew at Motorola, that Tandy was working on a 6809-based system that would use the 6847 video generator for color graphics. I still remember trying out the first 4K CoCo that went on display that fall; there wasn't that much action in the store the day I stopped in, so I got to sit down at the keyboard, glance through the Color BASIC manual (the partial one they shipped in the first few months of production) and was able to write a short BASIC program to display a color bar test pattern.

I stuck with the Model I for the next few years; but after I helped a coworker (in a previous job) set up a Commodore VIC-20 as a telephone dialer, I started talking to Jim Reed at THE RAINBOW about doing a similar CoCo program. I think Lonnie still remembers the time I knocked on his back door, shortly after Falsoft moved out of his basement, because the phone book still showed his home address! I never finished the dialer program, but after I helped THE RAINBOW staff out of a few minor jams (such as fixing a 32K CoCo that didn't work reliably because the guy who upgraded it forgot to solder the jumper wires in place!) and wrote a few reviews, I joined Falsoft in late 1983. I've been here ever since, over two years on THE RAINBOW itself and the rest with other Falsoft activities — but I've been involved with THE RAINBOW all along.

The interesting thing to me is how long the CoCo has been able to keep its hard core of devotees. Nearly all the other small systems that came out starting in 1977 — the TRS-80 Model I/III/4, the Commodore PET, VIC-20, 64 and 128, the 8-bit Atari machines, the TI 99/4 and the like — are long gone from the consciousness of most computer hobbyists. (Even the Apple II has faded into obscurity, except in the educational market.) The CoCo may never have had the best graphics in its class, the greatest expansion capability or the widest range of big-name software publishers behind it, but it did have a manufacturer that believed in it long after the competition had gone on to other things, a group of after market suppliers that made it their bread and butter (not just the icing on their cake), and perhaps the most loyal user base a "home computer" could ever boast of. All these things combined to keep the CoCo viable so long that when most of its fans finally felt the need to upgrade, they could get reasonably priced systems with power undreamed of when they first took the CoCo plunge — computers that made the switch truly worthwhile.

I'm still amazed that the CoCo and THE RAINBOW made it as far as they did, but I'm glad it happened that way.

Ed Ellers

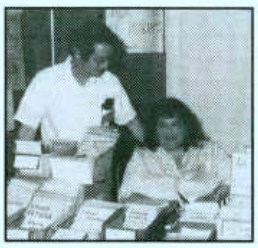


For over a decade, I've enjoyed using and supporting the Color Computer. Even more, I've enjoyed the special fellowship of the "CoCo Community," a phenomenon unique in the world of computing. The fellowship and honesty among CoCo developers, retailers and end users is legendary. The years have some very happy memories for me of exciting moments at RAINBOWfests, technical triumphs, and many friends I have made through my involvement with this machine.

"Nothing lasts forever" is a very ancient bit of wisdom common to quite a number of religions and philosophies. We *have* reached the end of the publication of THE RAINBOW, and I will no longer be able share my technical musings and opinionated observations with you. I want to thank you all for having enriched my life, by being there and providing me with a kind and understanding audience. I hope that I've been able to be of service to you during these years.

I'm not going to vanish, however. CoCo users with technical questions can still find me on the Delphi CoCo SIG, where I'll continue to do my best to help you. We can meet there and reminisce about old times, with Art Flexser and others from the "good old days." Be well, my friends. Au revior.

Marty Goodman



Farewell to old friends. Cheryl and I wish to say good-bye to the many friends and acquaintances we made over the years through THE RAINBOW and Computer Island. What began as a new hobby for me mushroomed into a most pleasurable business for my entire family.

Our children grew up during the years we were associated with the CoCo and THE RAINBOW. Each one of us has many happy remembrances of the people we met and the places we traveled to as a result of our business.

We wish to thank Lonnie Falk for the many encouragements he gave us to always enlarge our business, to travel to RAINBOWfests throughout the country, and to write the column "Education Notes." He maintained our business for over a decade, and we will always be grateful for the experiences.

Steve Blyn
Computer Island

At its high point, somewhere in the early to mid 80s, the Color Computer had three slick, glossy, monthly magazines (and several non-glossies) devoted exclusively to it. Hundreds of software companies, mine included, were doing a booming business selling products in this market.

We all take personal pride in that success, but it's clear to me that without Lonnie Falk and THE RAINBOW none of it might have ever happened.

When THE RAINBOW first appeared as a newsletter, there were already several other more established Color Computer magazines on the market. Unfortunately, they were generally filled with misspellings and grammatical errors and techie-oriented articles that only served to further the image of the Color Computer as a powerful toy for hobbyists and hackers, certainly not something an average person should even consider.

Lonnie Falk's genius was in realizing, in those early days, that the Color Computer was a powerful tool that all kinds of people could use in all kinds of ways — if somebody would just come along and let them know about it.

THE RAINBOW was the vehicle for spreading that awareness. Thanks in part to a journalism background, Lonnie was able to produce a magazine that was clean, grammatically correct and readable; in other words, THE RAINBOW was the first truly "user-friendly" Color Computer magazine.

It brought relevant articles to average, non technical users (as well as technical information for those so inclined), but it also did something else that was extremely important: it brought respectability to the Color Computer by giving it its first glossy, perfect-bound, professionally edited magazine. Suddenly more and more people were forced to take notice.

THE RAINBOW, in both appearance and content, and more than any other publication or forum or company, was responsible for establishing the Color Computer as a powerful, sophisticated machine with capabilities that were available for anybody and everybody.

Other slick magazines, produced by large conglomerate publishers, tried to follow on THE RAINBOW's success, but they all eventually faded while THE RAINBOW flourished and grew. What the others didn't understand was that Lonnie Falk had brought more than just slickness and professionalism to the Color Computer market. He also brought enthusiasm and heart. Through THE RAINBOW he consciously created a unique and loyal community of people (hundreds of thousands strong, spread throughout the United States and Canada as well as overseas). And it was these people who became the customers that made possible Cognitec's success and the success of many other Color Computer-based companies.

As THE RAINBOW publishes its last issue, we've just elected a new president who campaigned on the promise of "putting people first." Though it only occurred to me in the course of writing this, I doubt that there's any better phrase to explain THE RAINBOW's longevity and success. Because, in the end, THE RAINBOW wasn't about hardware and software. It wasn't about ROM upgrades and disk drives and serial-to-parallel converters and word processors and paint programs. It was about the people who used all that stuff and looked to THE RAINBOW as the hub of a supportive community that encouraged and assisted and nurtured them.

Lonnie Falk not only brought respectability and accessibility to the Color Computer world, he also brought humanity. And in 1993 we can only hope that Bill Clinton will carry it off as well as Lonnie Falk did 12 years ago.

Howard Cohen
Cognitec

When Cray called to let us know the May 1993 edition of THE RAINBOW would be the last, Esther and I were saddened. For more than eight years, THE RAINBOW and the Color Computer Community played an important part in our lives. We attended every RAINBOWfest between mid-1983 and 1990. We met thousands of fantastic people. We traded messages with hundreds more in THE RAINBOW's OS9 Online SIG on Delphi. We worked hard to make the complex and powerful world of OS-9 easier to understand.

The creativity of Color Computer Users everywhere and the relentless drive of the entrepreneurs that supported them continue to amaze us to this day. It was a fantastic voyage we'll never forget. THE RAINBOW made it possible. To everyone at Falsoft, we say thank you. To all our readers and friends, we bid a fond farewell.

I leave you with the traditional Coast Guard goodbye. May you be blessed with Fair Winds and Following Seas!

Dale Puckett

The C Compiler for the CoCo has finally arrived...

CoCo-C

CoCo-C is a complete RSDOS based C development package for the Color Computer not requiring the OS-9 Operating System. CoCo-C consists of five main programs: a Text Editor, a C Compiler, an Assembler, and a Library Linker which are all controlled by the CoCo-C Command Coordinator.

Text Editor

A full featured screen oriented line editor for the CoCo 3 developed by Bob van der Poel. Powerful editing and cursor commands with auto-indent and user defined macros make this a great editor for writing C or assembly language programs. A less sophisticated version for the CoCo 2 is also available.

C Compiler

The CoCo-C Compiler is a full featured K&R style integer compiler specifically designed for RSDOS based systems. It has assembly language output, position independent code and can output ROM-able code if desired. Added features allow you to mix C, assembly language and BASIC commands within your program!

Assembler

This symbolic assembler is capable of assembling files as large as available disk space. It supports a Motorola style syntax and outputs standard binary files ready for LOADM and EXEC. Options include list file output and generation of symbol table file.

Library/Linker

The Library Linker is a utility which links the CoCo-C's 90+ function library with your compiled binary file, creating a stand alone executable ML file.

Command Coordinator

The Command Coordinator is CoCo-C's main program. Its user friendly menu driven screen smoothly switches back and forth between the Editor, Compiler, Assembler and Linker.

The CoCo-C Compiler package includes BOTH CoCo 2 and CoCo 3 versions of ALL the programs listed above plus MORE! *Compatible w/B&B RGBDOS*

Never before has there been an offer like this for the Color Computer !

Requires 64K COCO 2 or 128K COCO 3

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We also accept National & International Club Memberships

Of late, there were but two fears for the die-hard CoCo enthusiast: 1) that something might happen to Hillary, thus forcing the powers of the presidency upon Bill Clinton; and 2) that THE RAINBOW, the last bastion of support for our beloved CoCo, would cease to exist. So when I heard that the May issue of THE RAINBOW would be its last, I felt kind of personally responsible. Please let me explain.

It was back in October of 1992; the economy looked so bleak that businesses were adding anti-freeze to their cold cash flow when I happened to come upon an odd-shaped bottle while walking along the beach. I was rubbing the dirt off the bottle when . . . *poof* . . . out came a genie who offered me one wish (even genies have been asked to tighten their belts). For a number of reasons, none of which seem even vaguely reasonable now, I wished that Clinton could win the election. After a long pause, the genie faced me with a sad face and said, "Oh please, master, even with the powers bestowed upon me, I can't grant such a wish. It is just too difficult; it's down right impossible. Please make any wish but that."

Not having seen much new software for the CoCo, I wished that Falsoft would continue its publication of THE RAINBOW. Upon hearing that, the genie turned more colors than a CoCo III in HI-RES PMODE 4 and said, "Let me give that election another shot."

And the rest, as they say, is history.

George Aftamonow

To put into words what Tandy's Color Computer and THE RAINBOW have meant to me and thousands of others is simply an impossible task! The hours which have been spent contributing to THE RAINBOW, producing THE RAINBOW, and using THE RAINBOW is a unique phenomena which will never be fathomable to anyone who never experienced it.

THE RAINBOW has been the primary reason for the longevity of the Color Computer! It's provided many with the opportunity to be "Real Published Authors" and/or "Real Computer Entrepreneurs!" THE RAINBOW has and continues to be a source of information necessary for us to fully enjoy our CoCos.

I realize that it is no longer viable for THE RAINBOW to continue, and I wish to thank all who helped make it GREAT! I also want to add that the passing of THE RAINBOW in no way marks the passing of the CoCo! There are a number of organizations now prepared to carry on the work, on a somewhat smaller scale than THE RAINBOW did. Many of them will probably have ads in this final issue. I encourage all who plan to continue to enjoy the CoCo to join some of these groups and continue to support "the machine that loved THE RAINBOW."

Rick Cooper
Rick's Computer Enterprise

Well, I'm writing this using a TW-80 on my CoCo 3 some 11 years after I purchased my first CoCo. Throughout those years the boys from Tennessee (Ben Burnette & Wayne Smith) have made many friends all because of this little machine. We've sold educational software through CY-BURNET-ICS in all 50 states. Although we never made much profit, our hope is that we helped some children.

Our favorite times were the RAINBOWfest trips to Chicago and Princeton, whether we were exhibitors or just participants. Although we may forget the names, we'll never forget the faces and the sense of comaraderie all CoCo nuts seemed to have. The RAINBOWfest breakfasts and Lonnie's pizza parties and receptions will long be remembered, along with Lonnie forgiving my debt (my favorite suede hat) after I lost a bet on the Tennessee/Alabama football game.

I don't know how many more years I will continue to use the CoCo. One thing for sure, the CoCo would not have made it through the 1980s without THE RAINBOW and Lonnie Falk. I mourn the passing of a good computer and THE RAINBOW. Lonnie, my hat's off to you, buddy. YOU DONE GOOD.

Ben Burnette
CY-BURNET-ICS

I wish to thank all the staff at THE RAINBOW for a fun and rewarding 11 years of association with a publication for the Color Computer. As many advertisers dropped out, you kept up THE RAINBOW for a long time. You had to stop sometime because the CoCo does not have the support from as many users or suppliers as it did at the peak of its popularity. Again, thanks for the support.

At OWL-WARE (now usually called OWL Computer Services), we started as a part-time operation and have been a full-time computer company for more than eight years. Because we have advertised in THE RAINBOW for a continuous 11 years, I guess we have become the longest-term supporter of the CoCo. We still are and will be here as long as there are users out there.

Tom Roginski
OWL Computer Services

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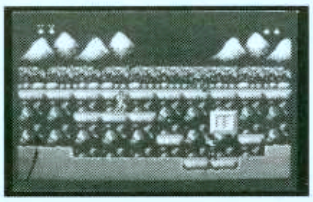

The Contras

This 512K paramilitary combat arcade game features a 2-player cooperative mode, incredible graphics, super-smooth animation and scrolling, sizzling sound effects, and an outstanding background music score. The Contras proves that the CoCo can match – or surpass – any home game system. Blow away the enemy through multiple levels and power up with ever more destructive weapons. The most ambitious game ever created for the CoCo 3! **$34.95**

GrafExpress 2.0

The response to this graphics and music programming environment has been astounding. Now with GrafExpress 2.0 the CoCo community can create lightning fast arcade games, graphic applications, and windowing multimedia demos using up to 256 colors! Its graphics toolkit blows away the competition (up to 300 times faster than BASIC). Features include text-graphics mixing, sprites, collision checking, fast window scrolling, multi-page animation, and easy interfacing with BASIC and assembly language. Included along with the 50 page manual are support programs worth the purchase price alone: an Introductory Demo, Picture Editor, Waveform Editor, and a 256-color Art utility. Req. 128K min. **$34.95**

Photon

Photon is a proven winner. The critics agree that it is one of the most challenging, original, and addictive games ever made for the CoCo. This arcade game combines action and strategy with 16-color, ultra-smooth animation and loads of real-time music and sound effects. Over 60 devious levels of excitement. Requires 128K Coco 3. **$34.95**

"It is the most addicting game I've played on the CoCo since Tetris.... Photon has the mark of a classic game.... My recommendation: Addict yourself."
– Lauren Willoughby, Rainbow magazine.

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